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OFFICIAL STRATEGY GUIDE

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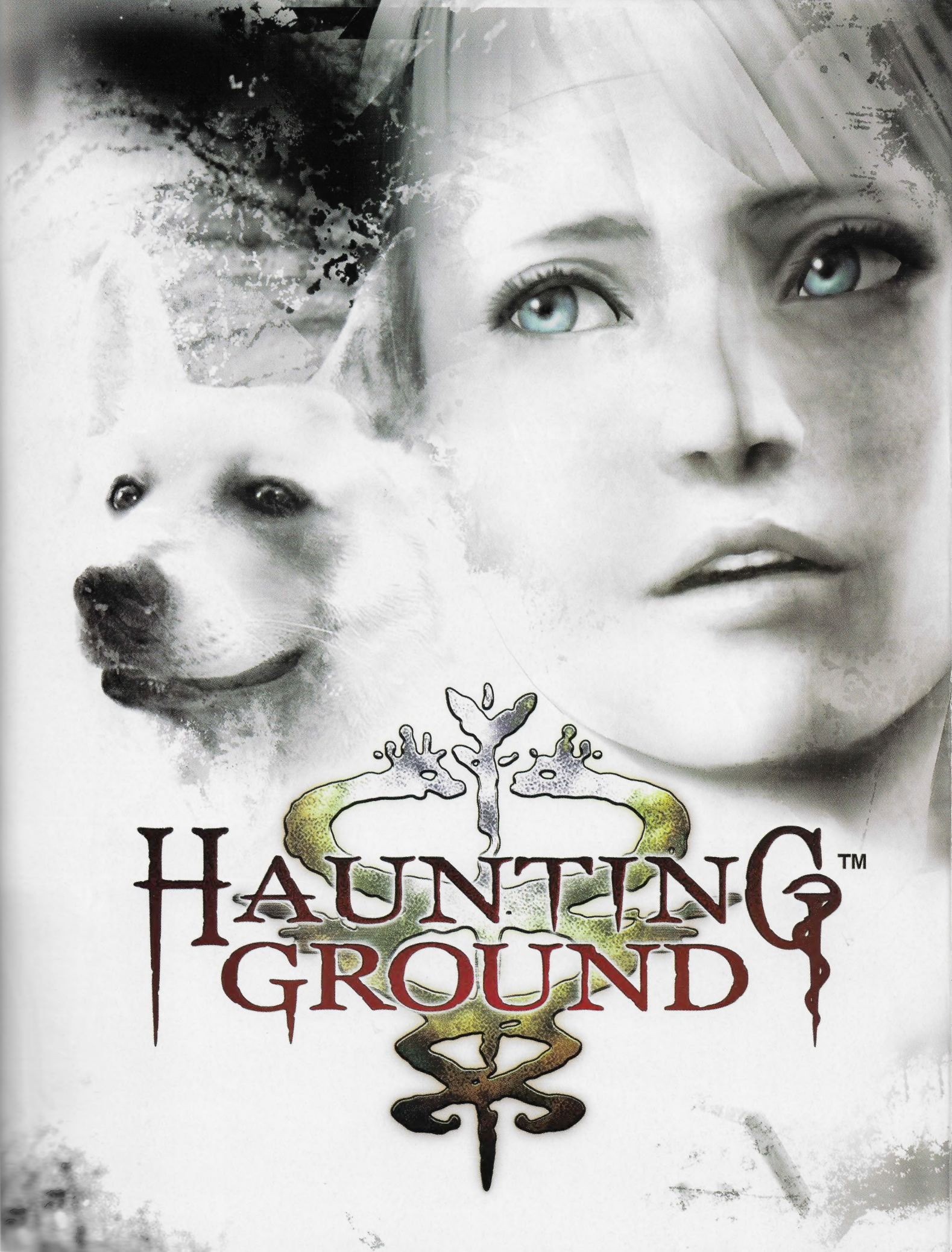
HAUNTING GROUND™

BASED ON A GAME RATED BY THE ESRB MATURE 17+ M

COVERS PLAYSTATION® 2 COMPUTER ENTERTAINMENT SYSTEM

CAPCOM


HAUNTING GROUND™

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Surviving the Haunting Ground

THE VILLAIN SYSTEM

This is not a typical survival horror game in which you battle wave after wave of expendable foes. No, in Haunting Ground you battle only a small handful of diabolical villains, one at a time. Sound easy? Think again. These villains are relentless, powerful, and virtually indestructible. Meanwhile, poor Fiona has few resources beyond her dog and her wits.

Each act has its own villain, and a villain cannot be permanently defeated until the end of the act (and perhaps not even then). All you can hope to do is survive their attacks until that point.

PURSUIT SCENES

The game gives the impression that your villain is always on your tail, hunting you throughout the castle. But at the risk of breaking the tension that makes the game so scary, that isn't actually true. Villains only strike after certain events, and at timed intervals.

TRIGGERED EVENTS – Sometimes an intermission begins when you enter a room or solve a puzzle, and your villain appears at the end. While some of these events are optional "side events" (and listed as such in the walkthrough), most are unavoidable.

TIMED INTERVALS – Villains also strike at timed intervals. When a hidden "Encounter Clock" runs down, the villain will appear, usually a room or two away from you, and the "Pursuit Clock" will start. Hewie will then begin barking and growling, and when the villain gets closer, the pursuit music will begin playing. Your goal is now to survive until the Pursuit Clock runs down, and then either defeat or escape the villain. When you do, the Encounter Clock resets and you're safe again until the next timed interval or triggered event. The interval varies by villain, but it's typically between three and six minutes.

OTHER ENEMIES

In addition to each act's villain, there are two other enemies you will encounter. Neither is a threat directly, but they serve the villains by telling them where you are and slowing you down. When you're attempting to flee or hide from a villain, these enemies can be a serious problem. When you're between pursuit scenes, however, they're of little consequence.

LUMINESSANTS – These little glowing balls of light can smell Fiona, and will hound her until they dissipate. When they hit Fiona they cause panic, and nearby villains are informed of your presence. You can't hurt them, but you can deal with them in various ways:

- Wait them out. If you avoid a Luminessant for more than a minute or two, it will dissipate.

- Shut a door. Luminessants can't open doors, and will be stuck behind them until they dissipate.

- Let them hit you. Do this only if you are certain you are not being pursued. The alarm they sound doesn't matter if no one can hear it, and the panic they cause will fade quickly.

MUTANT CLONES – These creepy, ill-formed clone babies run at Fiona, grab her heels, and scream at the top

Fiona's Moves

- △: Throw/Set Equipped Combat Item
- ○ Button: Search
- ✕ Button: Run
- □ Button: Kick. While running, Tackle.
- L1 Button: Crouch
- R1 Button: Backstep
- SELECT Button: Open Menu
- D-Pad, Left Analog Stick: Movement
- Right Analog Stick: Command Hewie

Hewie Commands

UP COMMANDS:
Normal Mode: Search surrounding area.
Battle Mode: Attack
While Biting: Urge Hewie on, increasing the amount of time he bites an enemy.

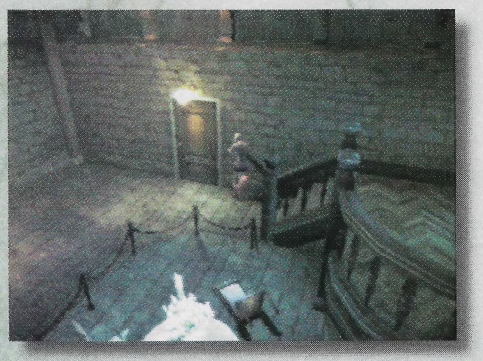
DOWN COMMANDS:
Normal Mode: Call Hewie to your side
While Biting: Stop Hewie from biting enemy

LEFT COMMAND:
Scold Hewie for disobedience.

RIGHT COMMAND:
Praise Hewie's obedience. If you're close, you'll rub his ears and he will regain some stamina.

R3 BUTTON:
Normal Mode: Command Hewie to sit and stay in present location.
Battle Mode: Order Hewie to wait and charge up attack power.

of their lungs. In addition to alerting enemies, their grasp temporarily immobilizes you. They're too fast to run away from, but they are physical beings and can be dealt with in several ways:



- Kick 'em. It takes several kicks to kill one, but they run straight at you in a predictable way and are easy to hit.

- Hewie attack. If Hewie is at high stamina, nearby and alert, he can charge and kill the clones after they grab your heels but before they scream, with no harm done.

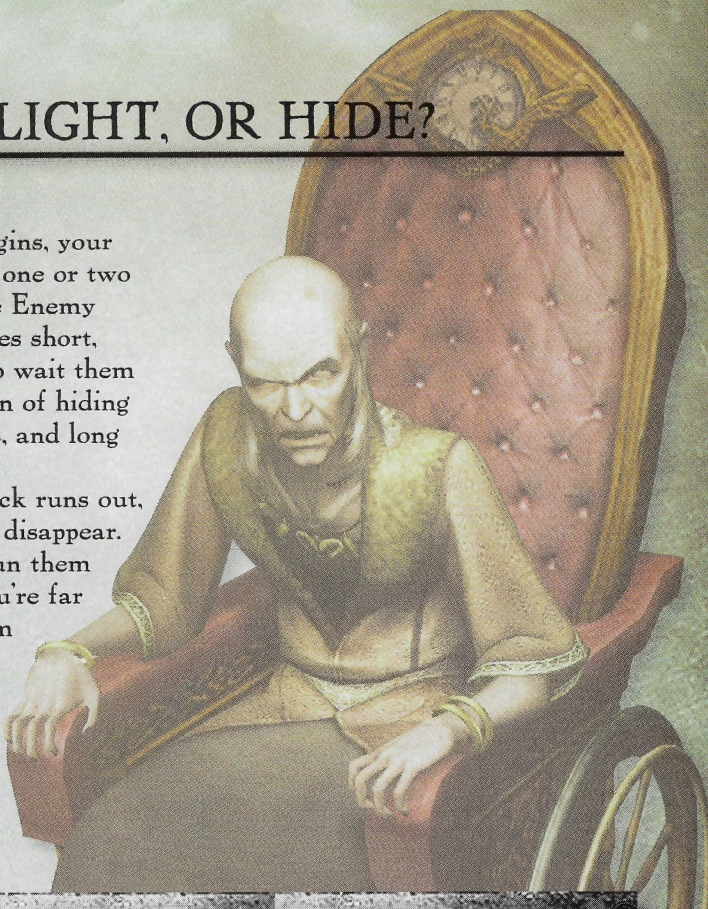
- Magnesia. Even the weakest kind of Magnesia kills these little brats, and since they run straight at you, all you need to do is set it down and wait for them to run into it.

- Let them hit you. As the old adage goes, if a mutant clone baby screams and there's no one around to hear it, does it really matter?

FIGHT, FLIGHT, OR HIDE?

When a Pursuit Scene begins, your villain will hound you for one or two long minutes. You can use Enemy Traps to cut Pursuit Scenes short, but you'll typically need to wait them out by using a combination of hiding spots, diversionary attacks, and long sprints through the area.

When the Pursuit Clock runs out, the villain will not simply disappear. You'll either need to outrun them (they'll disappear when you're far enough away) or beat them in a fight (causing them to flee).



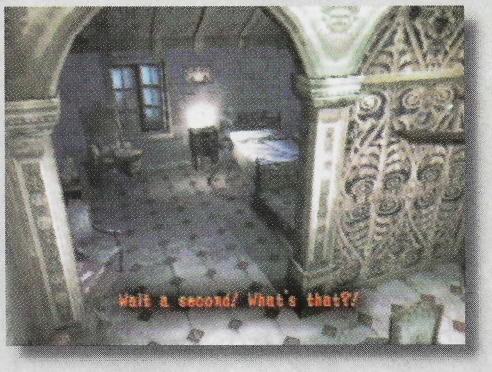
Enemy Traps

Enemy Traps are like Evasion Points, except they result in Fiona turning the tables on her opponents by knocking them off a ledge, leading them into a Hewie ambush, or something equally insister. Enemy Traps usually end pursuits instantly, but they are rare and most can only be used once (the Hewie ambush variety is the exception). All enemy traps are called out where they're first encountered in the walkthrough.

HIDING FROM FOES

In addition to fixed hiding spots known as "Evasion Points", you can hide anywhere you like by pressing the L1 Button. This is called a "Crouch Evasion". While you use either method of hiding, your opponent scours the area for you. The longer you hide, the more likely you'll be found, so with both strategies the best idea is not to stay put, but to wait for the villain to leave in one direction and then depart in the opposite direction.

EVASION POINTS – When you're near a hiding spot during a Pursuit Scene, red text will pop up to alert you of its presence. Typical hiding spots include large cabinets, beds, and couches. You can't use them when an enemy is right on your tail, because if they're close enough to see you enter it, what's the point?



Each time an enemy passes by your hiding spot, the odds that they'll notice you increase. They never notice the first time. On the second time, the odds are still in your favor. The third, you're pushing your luck. If you try to turtle up in a hiding spot for an entire Pursuit Scene, the villain will likely pass your location three or four times, and ferret you out by the end. This is why it's best to hide only until they pass, then run the other way.

When the villain has passed, the "Coast is Clear" message pops up. Don't take this is a guarantee; it just means the villain is a safe distance away at that moment. It doesn't mean that the Pursuit Scene has ended, and in fact the villain may be heading right back towards you!

CROUCH EVASION – Using Crouch Evasion to hide in shadows is risky. When you see a dark corner in an area, you can hit L1 to crouch there silently. The camera will then shift to follow the villain as he or she searches for you. The best places to hide are in small adjunct rooms where enemies might not look, or behind doorways, particularly in hallways. When an enemy runs through a room where you're hiding without looking back, it's best to head out the other direction.

It's more difficult to find good shadow spots than normal hiding spots, but if you find a Crouch Evasion point that works, you can use it repeatedly without penalty. It may not always work, but the odds of being seen don't increase each time you try.

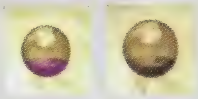
FLEEING

When a powerful enemy strikes, it often pays to follow your natural inclination to run. Villains run at roughly the same speed as Fiona, and have to stop to attack you, so this is a good way to run out the Pursuit Clock. Of course, running forever will just tire you out. To lose foes for good, you need to get ahead of them.

FLEEING TIPS:

• Hewie is your best distraction. If you order Hewie to attack a pursuer, the pair will tussle, leaving your villain briefly immobilized. Make the most of this time!
Try to have Hewie hit your villains from behind so they can't hit him back.

• Antimony works too. Aiming accurately can be difficult, but if you can score a hit your foe will be stunned. This should be Plan B when Hewie isn't around.



• Know the terrain. As you unlock more and more doors, you create long loops of rooms you can run through. Try to remember the best ones so you don't run into dead ends!

• Doors slow you down. Always leave doors open as you progress through the castle, unless you're trying to keep Luminessants out. If you remember that a closed door opens outward, open it with a kick to save time.

• Doors slow villains down too. Some villains can kick open doors, but others cannot. Sometimes it pays to shut or kick doors closed behind you.

FIGHTING BACK

It's risky, but when Fiona and Hewie work as a team, they can effectively battle foes. Like Fiona or Hewie, villains have a set amount of stamina, and when it drops beyond a certain point, they become sluggish and easy to outrun. When it drops to zero, they fall down. (If the Pursuit Clock has run down, they may flee instead.)

The difference is that unlike Fiona of Hewie, fallen villains get up again. While they're down, you can either run away and get a healthy head start on a tired pursuer, or you can search their bodies for items. There's no sparkle, but each villain seems to hold a limitless amount of Camomile, Beef Jerky, and the like. If you search them you can get one or two items before they get up again.

COMBAT TIPS:

• Hewie is your best fighter. Always try to maneuver your foe so he is facing away from Hewie before you order a bite attack. This will cause Hewie to jump on the villain's back, both doing more damage and reducing the odds of a counterattack.

• Strike while your foe is distracted. As the villain tussles with Hewie or is stunned by antimony, Fiona can throw combat items or get in free kicks. Kicks don't do much damage unless you have special boots, but every little bit helps.

• Magnesia deals heavy damage. It doesn't stun foes like antimony,

but if you're hoping to K.O. them, leading them into Magnesia (which functions like a landmine) is the way to go. If your villain is below you on an inclined ramp or staircase, Magnesia will slide downwards like a rolled grenade.

• Backstep-Tackle deals damage at a cost. When an enemy is close to Fiona and begins an attack, you can hit R1 to backstep (dodging certain attacks), and then [square] to follow it up with a tackle. This damages both you and the villain, so watch your stamina!

• Kicking doors damages foes. When you fall back to a room where the door opens inward, get behind it and give it a kick when the enemy appears in the doorway.

STAMINA AND PANIC

STAMINA works as hit points do in most games, except there are no life bars. Fiona runs slowly, clutches her side, and breathes heavily when her stamina is low. When Hewie is hurt, he lowers his ears, whimpers, and lays down a lot. In addition to taking damage from foes, Fiona's stamina is sapped by her own actions, which include prolonged running, backsteps, and tackles.

Stamina is naturally recovered over time. No matter how badly hurt you are in combat, you'll almost always be at full health by the next Pursuit Scene, even if you use no recovery items. You can speed up the process by drinking from the Recovery Spots (sinks) found throughout the game.

If Fiona runs out of stamina due to an enemy attack (but not her own actions) the game is over. However, attacks that can kill Fiona while she's standing are quite rare. More often she'll die from falling while in a panic state, which leaves her completely vulnerable. If Hewie runs out of stamina, he will collapse, but can be revived with a recovery item in the normal difficulty mode. (In Hard Mode, this is game over.)

PANIC is a measures Fiona's emotional condition, in much the same way Stamina is a measure of her physical condition. Things that scare Fiona cause Panic, whether they hurt her or not. Some environmental factors can cause panic (cockroaches bursting out of a hole, for example), but panic from a single incident fades quickly. The danger comes from repeated enemy attacks. Most villain attacks reduce Stamina and cause Panic, but some attacks only cause Panic, like the second villain's scream. Luminessants are also a major cause of Panic.

As Panic builds, Fiona's vision becomes distorted, and you can feel her heartbeat. At this point, you can use items like Lavender or Sedetio to calm her. If Panic increases any more, she'll enter a Panic State. In this state:

- You can use no items. There is no way to recover outside of letting it run its course.
- The distortion becomes so bad that you can no longer see clearly.
- Fiona can only run. She runs quicker than normal, but will fall down if she hits a wall or trip if she runs too far.

THE PANIC STATE is your last-ditch chance to avoid death. Use the boost of speed to get as far away from the villain as possible, but don't go in any direction that will force you to turn quickly. It's best to avoid going through doors if possible, since it's hard to see exactly where they are.

When in a Panic State, it's often not a matter of if you'll fall, but when. If you can stay on your feet for long enough, you can make it hard for your enemy to reach you or give Hewie time to attack. When you do fall, if your enemy is able to reach you before you recover, you're as good as dead. Note that you can hasten the speed at which you recover from a fall by wiggling the analog stick and rapidly pressing buttons.

Items and Alchemy

ALCHEMY ROOMS

On your journey through the Haunting Ground, you'll discover mysterious holes carved into the walls at various spots. The dark, odd-smelling holes may not be too inviting to Fiona, but if you take a leap of faith and squeeze through, you'll end up in an Alchemy Room. Hewie cannot follow, but that's not a problem, since the villain pursuit clock is frozen while you're in an Alchemy Room. All Alchemy Rooms are identical, no matter where in the Belli estates you are.

The four objects you'll find in the Alchemy Room are:

1. PERPETUUM MACHINE: You'll often find Magnesia or Antimony Powder on top of this machine. When you are out of combat items, there's always one waiting here. If you only have a few, they'll appear at timed intervals. If you have plenty, the machine will usually be empty.

2. VARIATIO MACHINE: This is where you can turn the Medallions you find throughout your quest into useful items. We'll cover this in far more detail below.

3. PLATE-KEY READER: This machine only appears after you've beaten the game once. It reads plate-keys and outputs items. See the Secrets section for more details.

4. CLOTHES CHEST: You can change clothes here. You'll find one change of clothes during your quest, and others can be unlocked as rewards for beating the game.

PRACTICAL ALCHEMY

When you use the Variatio machine, you'll see a grid with ten holes. Select a Medallion from your inventory, and the top hole will fill with a globe that keeps changing colors. Like a slot machine, you can hit the button to make it freeze on a particular color. If you hit it when the color you want appears, it's probably too late. Instead, try to analyze the pattern and anticipate it. Each time the pattern will change somewhat, so there is a great deal of luck involved in landing on the color you want. The best you can really hope for is to learn how to avoid stopping the globes on the gray color, which does nothing. The middle hole is filled automatically, but your carefully timed button presses fill the remaining globes in top to bottom, left to right order.

When the Medallion is full, the machine checks to see if you have two or more globes of a color (except gray) that are adjacent to each other. If so, the line connecting them lights up in that color. This is called a "formation." Any time you can make a formation of at least two globes of the same color, you'll gain an item.

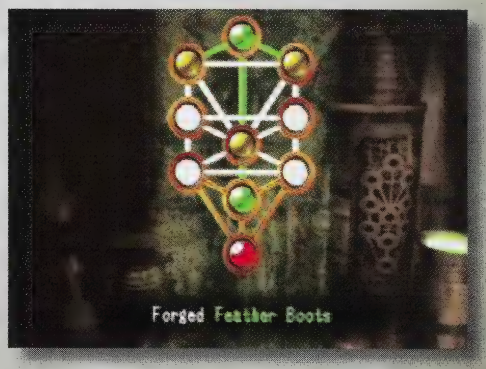
• The more globes of the same color you can connect, the better the item will be. There is a large random factor in this, however, so you'll sometimes get good items from small formations and disappointing ones from large formations.

• The number of links in your formation is significant as well. In certain cases, this can improve the quality of your item (particularly when creating attack items). More frequently, however, the number of links affect the quantity of items you receive. For example, a formation of five white globes that are in a line, each only connecting with one other (a total of four links), will usually net you two Recreatio items. Those same five globes, if clumped together where some globes can link with multiple other globes, for a total of eight links, will net you four Recreatio items.

MULTIPLIERS FOR MOST ITEMS
1-3 LINKS = X1
4-5 LINKS = X2
6-7 LINKS = X3
8+ LINKS = X4

• When counting links, all links in the medallion are counted, even ones in different formations. For example, if the five white globes in the above example share 7 links, you'll get three Recreatio items. But if there is formation of two red globes too, that one red link is added for eight total links. You'll get the full four Recreatio items.

• Occasionally you'll see gold globes. These are "wild," and can connect with any color. A gold globe can even be in formations of different colors at the same time! Magist Medallions, which get gold globes often, are the best medallions in the game.



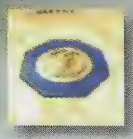
MEDALLIONS VARIETIES

There are six different types of medallions. Plain and Magist Medallions have no color preference, but Album, Viola, Viride, and Rubrum Medallions each specialize in a color. That color will appear more often than any other, making it much easier to create large formations in that color. These colored medallions are also likely to that have color in the fixed middle spot.

MEDALLION – The globes of a normal Medallion are mostly gray, then white, then a roughly equal mix of the other three colors. Gold appears rarely, and the middle globe is usually gray. You can often score small-to-medium size white formations, but it is difficult to make colored formations.

ALBUM MEDALLION – Album Medallions are heavy on white. White Alchemy creates primarily recovery items, so you'll use these mostly to generate healing items like Recreatio and Sedetio. Album Medallions are the easiest ones to get large formations with, and formations of seven or more have a chance of generating equipment!

ITEM / GLOBES RED WHITE ALCHEMY
CARBO 2
NIGRED 2-3
REMEDIUM.....2-3
QUIES.....2+
MUNDUS.....2+
TORVA.....3
RECREATIO....3+
SEDETIO .....3+
EQUIPMENT ...7+



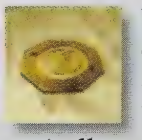
VIOLA MEDALLION – Viola Medallions are best for Blue Alchemy. Blue Alchemy can only produce the four Esca items. Even the best items (Magna Esca and Sylvesta Esca) can be made frequently with as few as three formations.

ITEM / GLOBES REQ. BLUE ALCHEMY:	
ESCA	2
BENNENAM ESCA	2+
MAGNA ESCA	2+
SYLVESTA ESCA	3+

RUBRUM MEDALLION – Rubrum Medallions are best for Red Alchemy, which creates attack items. The real treasure here is hard-to-find Prima Magnesia, which you can make consistently with large formations. This is the most powerful combat item in the game.

ITEM / GLOBES REQ. RED ALCHEMY:	
TORVA	2
WELTIGO	2
ANTIMONY POWDER	2-3
MAGNESIA	2-4
REFINED ANTIMONY	2-4
REFINED MAGNESIA	2-5
WEEPING STONE	3-5
ANTIMONY TUBE	4+
PRIMA MAGNESIA	4+

VIRIDE MEDALLION – Viride Medallions are best for Green Alchemy, which creates other medallions and occasionally equipment. With formations as small as two, you can create a regular or colored Medallion (the five appear in roughly equal amounts). You can create equipment out of formations as small as four globes, and Magist Medallions out of formations of five or more.



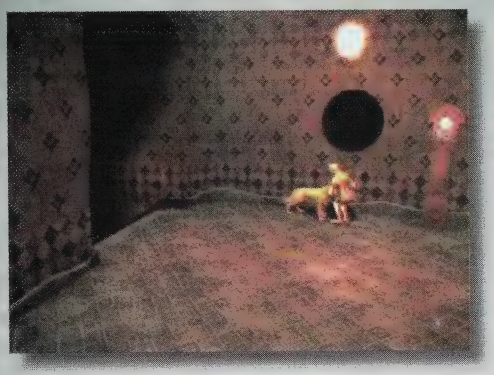
MAGIST MEDALLION – Magist Medallions are the rarest and greatest of the Medallions. Their globes typically contain no gray whatsoever, and are often heavy in gold, the wild color. You'll usually create something good with these, but you should save your game before you use them and keep trying until you create something great.

ITEM / GLOBES REQ. GREEN ALCHEMY:	
WELTIGO	2
MEDALLION	2+
ALBUM MEDALLION	2+
VIOLA MEDALLION	2+
RUBRUM MEDALLION	2+
VIRIDE MEDALLION	2+
EQUIPMENT	4+
MAGIST MEDALLION	5+

ALCHEMIC CONCOCTIONS

Many of the items you can create with the Variatio Machine are "alchemic concoctions" that can only be created, and never found. Many of these are fantastic: Recreatio and Sedetio recovery items completely restore stamina and eliminate panic, respectively. You can make items for Hewie, too, like the Esca series of items that can restore health and even increase his attack power!

Unfortunately, you can also create items that hurt you by draining health, causing panic, poisoning your dog, or making you temporarily deaf. When you create an item for the first time, you won't know what it does. If you try it out once, you may reap the negative effects, but you'll get to see the description on all future copies



of the item. You can also read notes scattered throughout your journey (one is in the Alchemy Room itself) that explain the effects of the items. Once you've read the note, the descriptions will be available in your item screen. Of course, you can also look them up in this book's Item Appendix.

CREATING EQUIPMENT

The holy grail of alchemy in Haunting Ground isn't gold, it's Equipment. Items like earrings, chokers and boots are very difficult to find in the game itself; typically you won't find any until you play the game for the second time (see Secrets section for details). But you can create equipment in the Alchemy Room at any time. Creating equipment usually requires a large number of globes, and is easiest to pull off with white and green globes.

• With white globes (the most common kind), you can sometimes get equipment with formations of seven globes, but it will happen more often with eight or more. This is easiest to achieve with Album Medallions, but also possible with normal Medallions.

• With green globes, we've created equipment with formations of only four globes, but very rarely. You have a much better chance of making equipment with five or more green globes. Obviously, Viride Medallions are best for this.

• Magist Medallions are fantastic for creating equipment. Typically you'll make them with a large amount of white globes, boosted by lots of links from gold globes. But you can sometimes make equipment sometimes by making small formations in every color (White, Red, Blue and Green) on a single medallion.

FIONA BELLI

At 18, FIONA BELLI left home to attend university. While visiting her parents during a break, she was involved in a serious traffic accident. When she came to, she found herself locked up in a mysterious castle, with no recollection of how she arrived there.

The servants eventually explain that she had inherited the castle, but Fiona had not been aware of any relatives who lived in such a place. Frightened and confused, she searches for a way to escape, but is thwarted at every turn by the inhabitants of the castle.

Fiona has never had much talent for sports or other athletic endeavors. She is very quiet and seems shy, but her spirit is strong - she is not introverted or weak-willed. There is something inside her that draws people in and wins them over. Despite her reticence, she is mentally agile and quick-witted. She resists overreacting or letting her emotions get the best of her.

While exploring the ancient castle she meets a dog named Hewie, and they quickly develop a tight bond.

HEWIE

HEWIE is a four year old White Shepherd, a sub-breed of German Shepherd. He apparently had a family at some point; he seems well-bred and well trained, and was given a collar with the name Hewie engraved on it.

Who brought Hewie to Castle Belli and why is a mystery to Fiona. She discovered him weak and wounded, tied to a tree. After she saves him, he quickly returns the favor, and a friendship is born.

German Shepherds are famously loyal and fearless. In addition, Hewie is kind-hearted, insatiably curious, and very clever.

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DEBILITAS

THE CASTLE GROUNDSKEEPER.

Whenever this massive hunchback catches sight of Fiona, he can't help but chase her. He may not intend to do any harm, but when DEBILITAS becomes excited, he loses control of his impulses and becomes incredibly dangerous.

Debilitas's primary responsibility is to tend to the castle's gardens and do odd jobs for his master. Hewie seems quite scared of him, so it's possible that he was one who captured the dog.

Despite his size and bulk, Debilitas has the mind and maturity of an infant. He seems to understand what he's told, but says nothing in return.

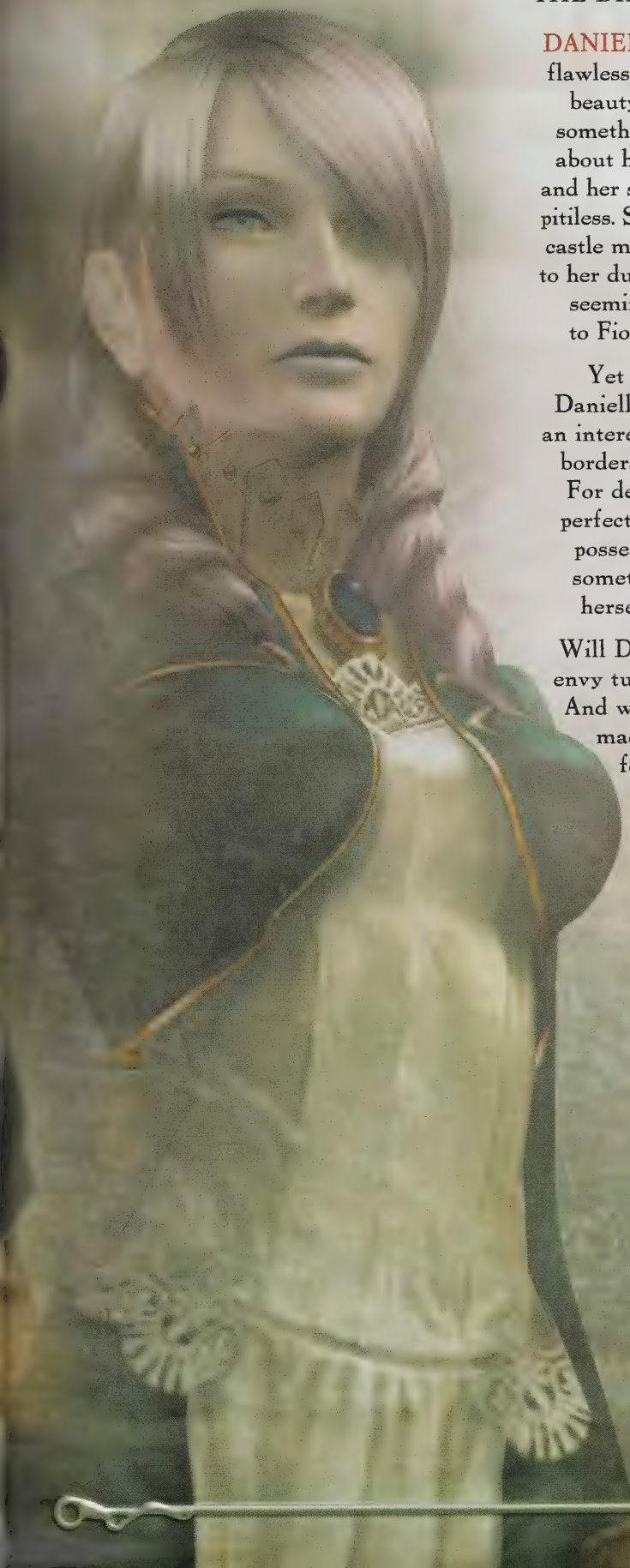
DANIELLA

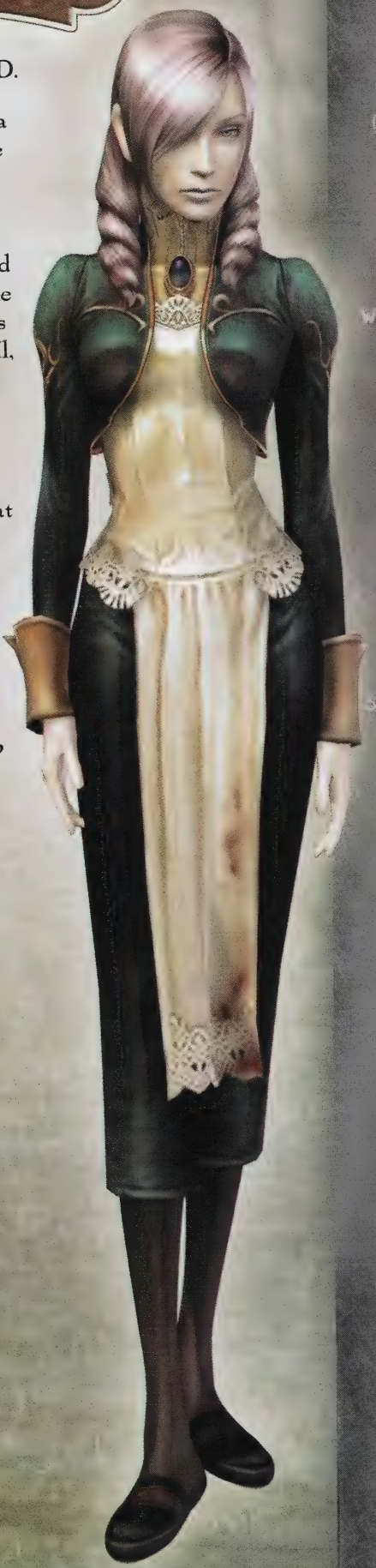
THE DILIGENT MAID.

DANIELLA possesses a flawless and statuesque beauty, but there is something mechanical about her movements, and her smile is cold and pitiless. She works as the castle maid, and attends to her duties without fail, seemingly oblivious to Fiona's existence.

Yet deep inside, Daniella is developing an interest in Fiona that borders on obsession. For despite her own perfect beauty, Fiona possesses a certain something that she herself is lacking.

Will Daniella's secret envy turn to madness? And what might this madness mean for Fiona?





GAME SYSTEM
SURVIVAL
ALCHEMY
CHARACTERS
WALKTHROUGH
ACT I
ACT II
ACT III
ACT IV
ACT V
APPENDICES
ITEMS
SEARCH SPOTS
SECRETS

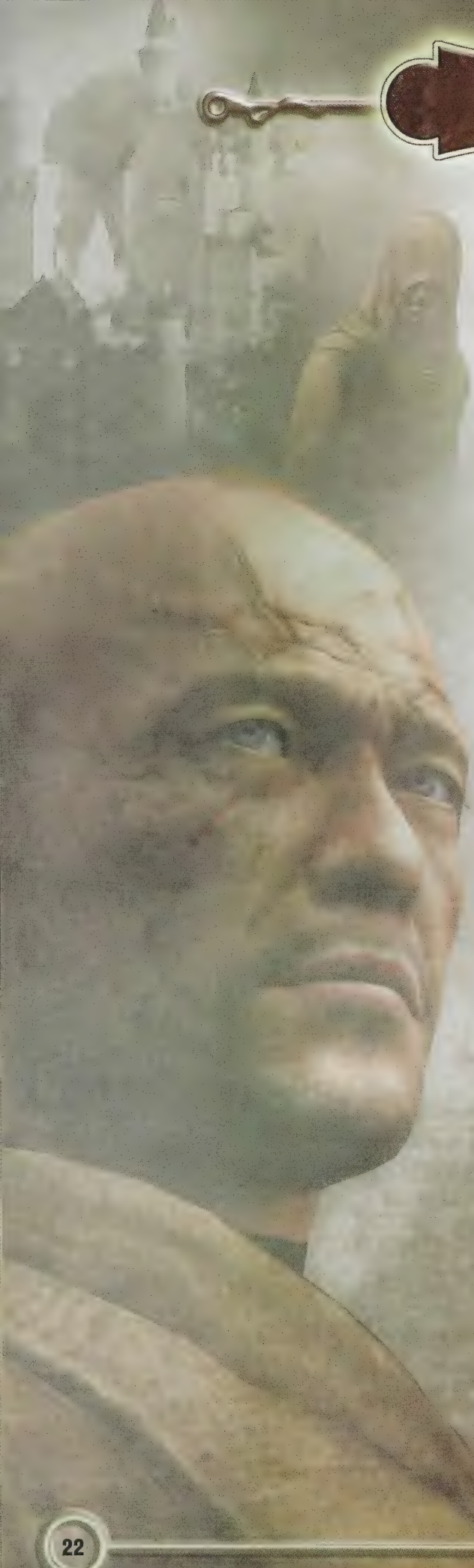
RICCARDO

STEWARD OF CASTLE BELLI.

RICCARDO was the one who pulled Fiona from the accident and brought her to the castle. On the surface, he seems to be respectful of his guest, protecting her from Debilitas and informing her of her inheritance. But when Riccardo speaks to Fiona, the contempt in his voice is clear.

A cold and cruel man, Riccardo sadistically torments his underling Daniella behind closed doors. It is not clear if he does this to advance some agenda, or simply for the sheer pleasure of it.

Riccardo despises Lorenzo, and has seized control of the castle while his master is in his weakened state. Riccardo originally brought Fiona to the castle at his master's behest, but now he seems to be trying to claim her for himself. What would such a man want with Fiona?



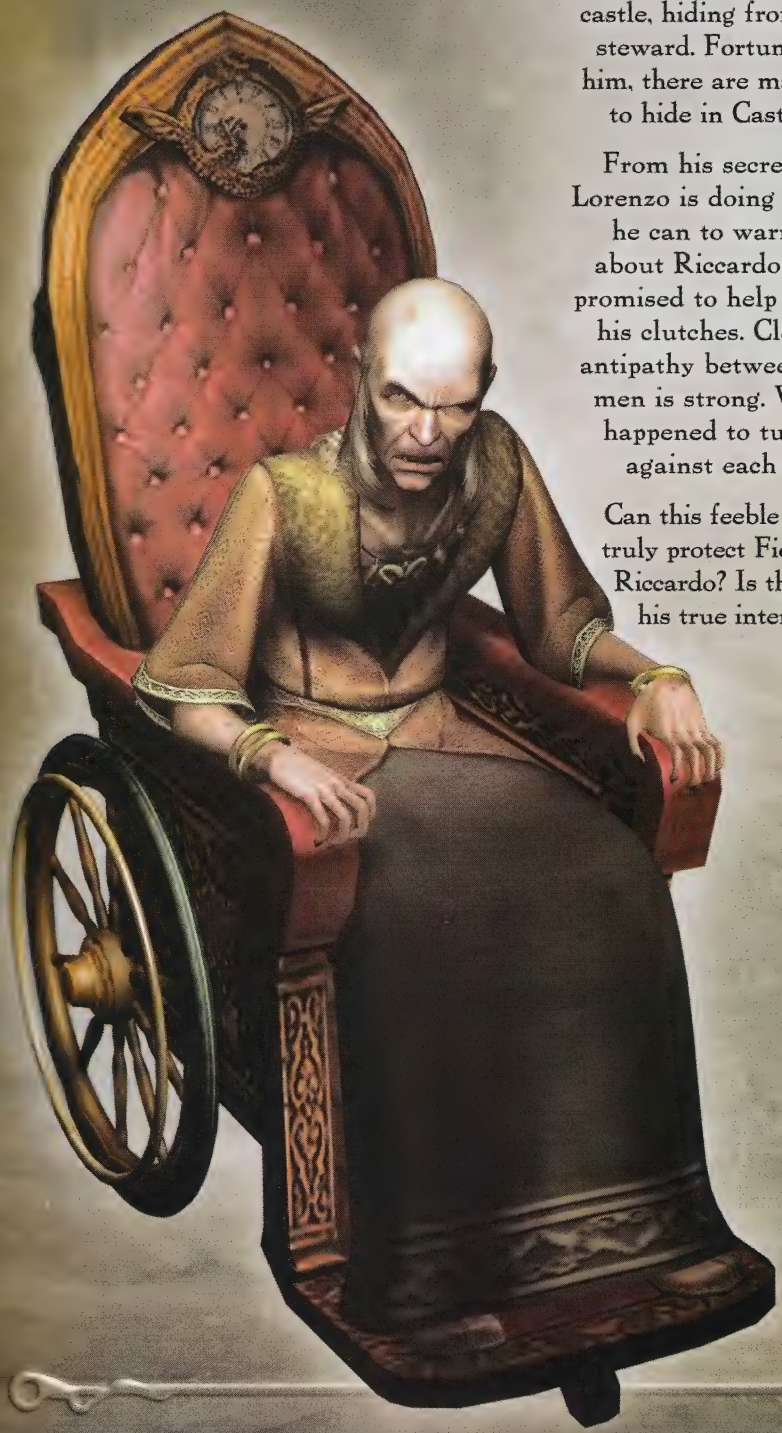
LORENZO

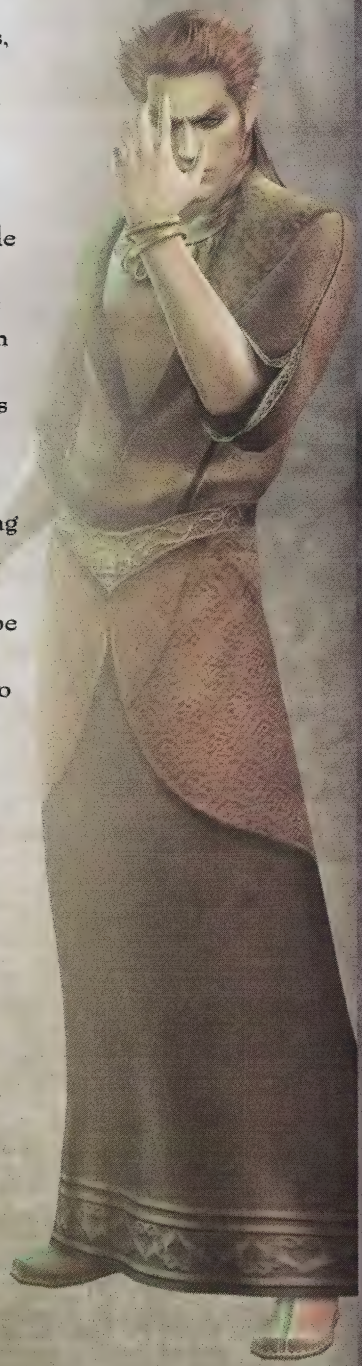
THE LORD IN HIDING.

Due to his advanced age and the atrophy of his legs, LORENZO is confined to a wheelchair. His voice may be faltering, but his grip remains strong. At present, Riccardo has wrested control of the castle from him, and Lorenzo is lurking somewhere in the castle, hiding from his own steward. Fortunately for him, there are many places to hide in Castle Belli.

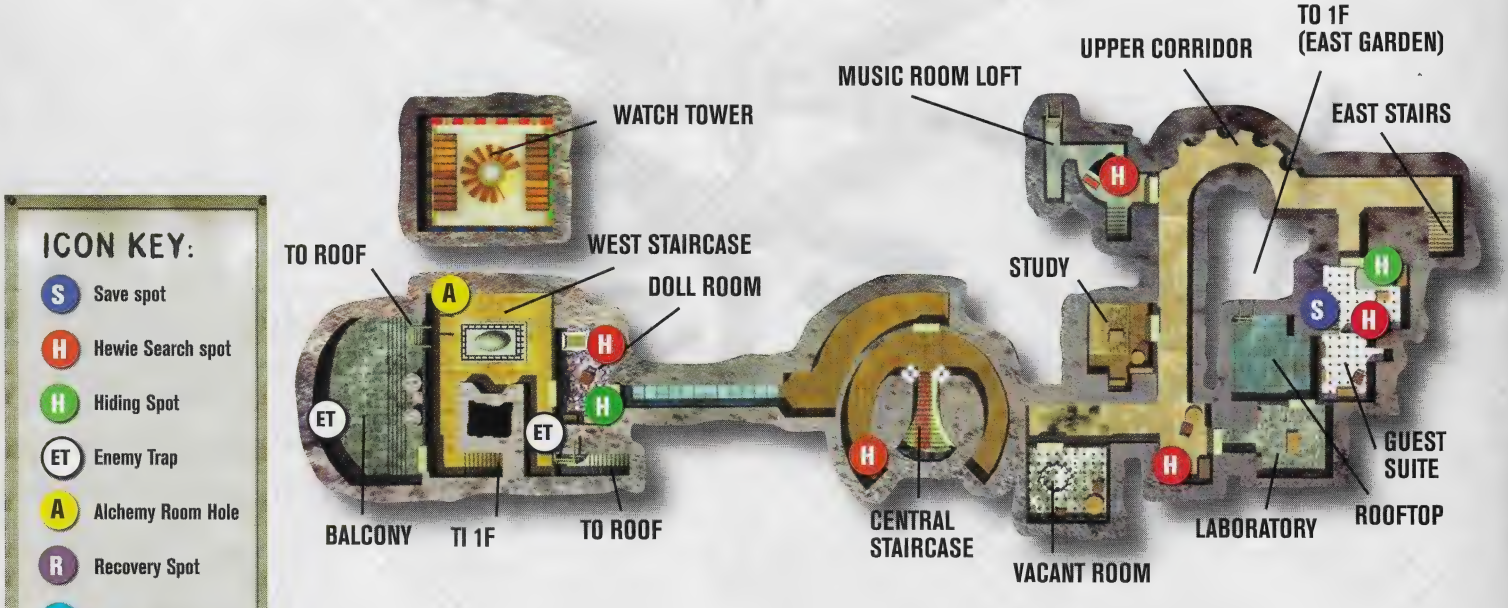
From his secret rooms, Lorenzo is doing everything he can to warn Fiona about Riccardo, and has promised to help her escape his clutches. Clearly the antipathy between the two men is strong. What has happened to turn them against each other?

Can this feeble old man truly protect Fiona from Riccardo? Is that even his true intention?





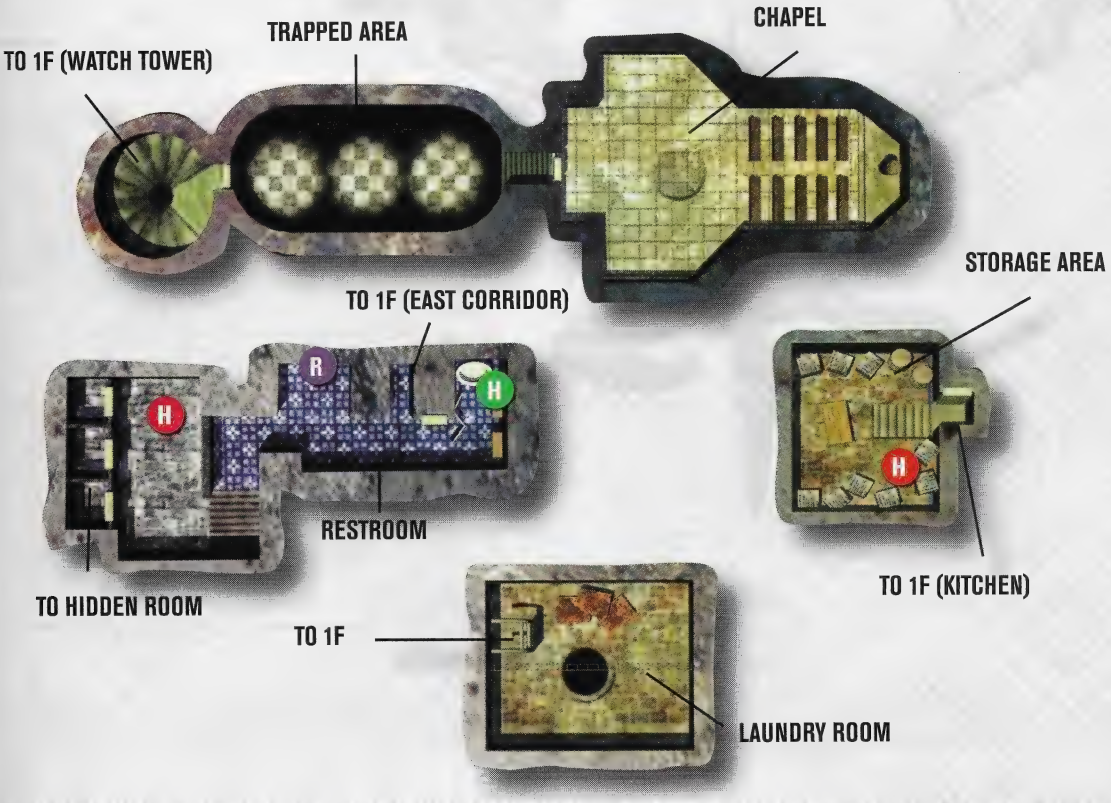
ACT:I CASTLE BELLI



ICON KEY:

- S — Save spot
- H — Hewie Search spot
- H — Hiding Spot
- ET — Enemy Trap
- A — Alchemy Room Hole
- R — Recovery Spot
- M — Covered Mirror

(ENTRANCE)
WATCH TOWER
TO CENTRAL STAIRCASE
TO GUEST SUITE
TO 2F (BALCONY)
FRONT YARD
TRAINING AREA
FRONT GATE
TO 1F (BACKYARD SOUTH)


TRAPPED AREA
CHAPEL
TO 1F (WATCH TOWER)
STORAGE AREA
TO 1F (EAST CORRIDOR)
RESTROOM
TO HIDDEN ROOM
TO 1F (KITCHEN)
TO 1F
LAUNDRY ROOM

FRONT YARD

In most games you begin with only the clothes on your back, but in *Haunting Ground*, you don't even get that much. Having to hold up that sheet hampers your movement and leaves you unable to Kick, Crouch or Backstep.

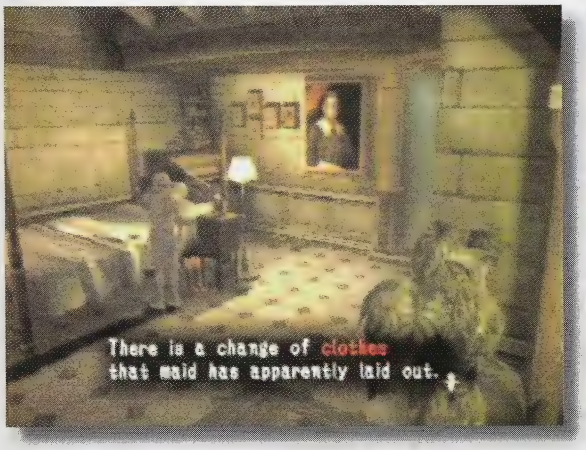
You can explore the lower yard all you like, but there isn't much you can do. Those conspicuous red vases give up their treasures when kicked, so you'll have to come back for them. The only item you can find now is in a small kennel. Follow the path between the staircase and the fountain, and then open the gate on your right with the ◉ button. Use the same button near the sparkle to obtain a dose of CAMOMILE, a life-recovery herb.

Take the stairs up, and you'll find more vases and a locked door on the first landing. The only unlocked door is to the GUEST SUITE, which is on the third floor.

ITEM	LOCATION
CAMOMILE	KENNEL
MAGNESIA	VASE
MEDALLION	VASE

GUEST SUITE

There are lots of interesting objects to investigate, but Fiona won't be having any of that until you find her clothes. After a cut scene that begins when you approach the steps, you'll find your new duds on the bed.



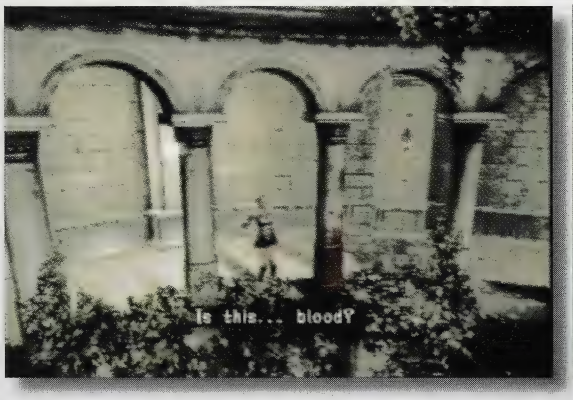
After you change, you can save your game at the grandfather clock and examine the room's many portraits and furnishings. Although there are no items to be found, you can now return to the FRONT YARD and kick the vases.

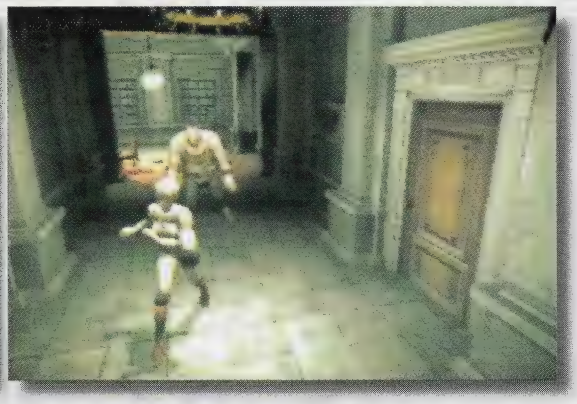
EAST STAIRS/UPPER CORRIDOR

ITEM	LOCATION
ANTIMONY POWDER	VASE
BISQUE DOLL	HALLWAY
ALBUM MEDALLION	HEWIE SEARCH

The door on the upper level of the GUEST SUITE leads to the EAST STAIRS. At the lower level of the stairs you'll find a locked door and a vase that contains some ANTIMONY POWDER. The door at the upper level leads to the UPPER CORRIDOR.

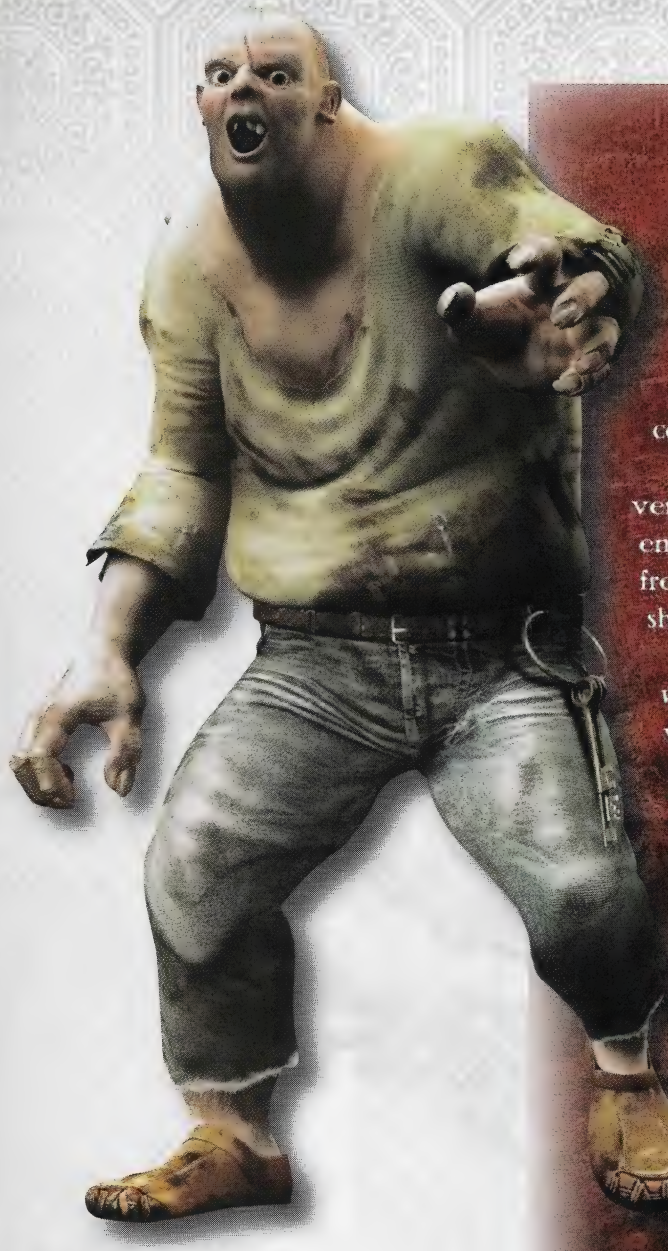
The first door you'll pass in the corridor is locked, but the three at the end are not. On the way you'll find a bloody pillar, which will put you into a state of light panic if you examine it. Don't worry! The panic fades by the time you reach the end of the hall — that's when the game serves up something truly worth panicking about.





Meet Debilitas, Castle Belli's caretaker and Fiona Belli's worst nightmare. Eluding him this time is as easy as running back to the GUEST SUITE and hiding under the bed, but don't expect it to be so simple next time! (Well, actually it will be. And the time after that, too. But the time after that...)

Cower under the bed until the "Coast is Clear" message pops up (which takes about 20 seconds). Debilitas exited toward the garden, leaving you free to return to the end of the East Hallway. Here you can grab the BISQUE DOLL that Debilitas dropped (though it seems to have no function beyond making Debilitas angry). Nearby, you'll find the doors to the STUDY, LABORATORY and VACANT ROOM.



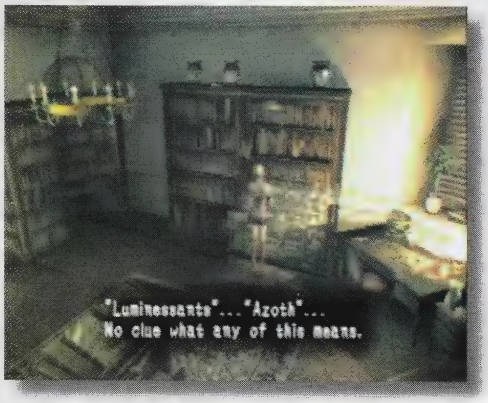
NEW VILLAIN: DEBILITAS

For such a big guy, Debilitas is surprisingly spry. You can usually outrun him, if you're at full stamina, but he'll be able to catch up when Fiona gets tired and begins clutching her side. In that case, have Hewie do a bite attack or throw a combat item to get Debilitas off your tail briefly.

Debilitas isn't exactly the brains of Castle Belli, and he isn't very good at finding your hiding spots. However, he is smart enough to figure out when you use the same hiding place frequently. He also does a good job of thoroughly scouring the shadows.

Deblitas' attacks are *clumsy, easily telegraphed, and fairly weak*. The bigger danger comes from the panic they cause, which will often result in Fiona falling down, giving him the opportunity to finish you off. If you begin to panic, try to dodge him and stay near Hewie, in hopes that the dog will attack and distract Debilitas while you're vulnerable. If you're in a wide-open area where you can run in circles, you can usually avoid him and safely run the panic out. If you're in a tight, indoors area, use Lavender and hope for the best.

STUDY



ITEM	LOCATION
LAVENDER	ON DESK

Fiona can't read any of the books in the UPPER CORRIDOR'S bookshelf-lined STUDY, but she can glean a few tips from the blackboard leaning against a bookcase. It may not make much sense at the moment, but the information will come in handy when you begin encountering the little glowing buggers known as "Luminessants." (The information isn't saved in your File section, so do your best to remember it.) You can find some LAVENDER on a small desk by the board, and a locked desk at the other end of the room suggests a special item to come.

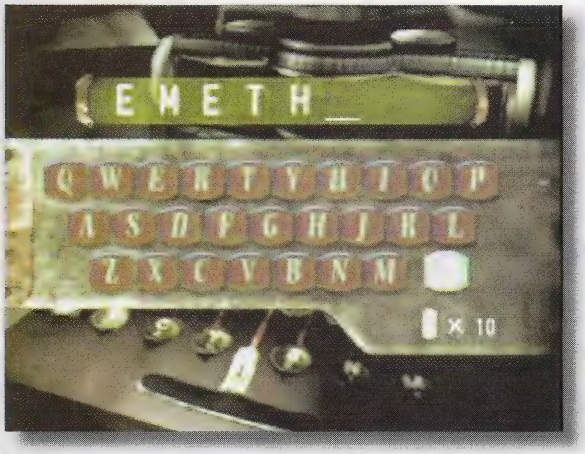
LABORATORY

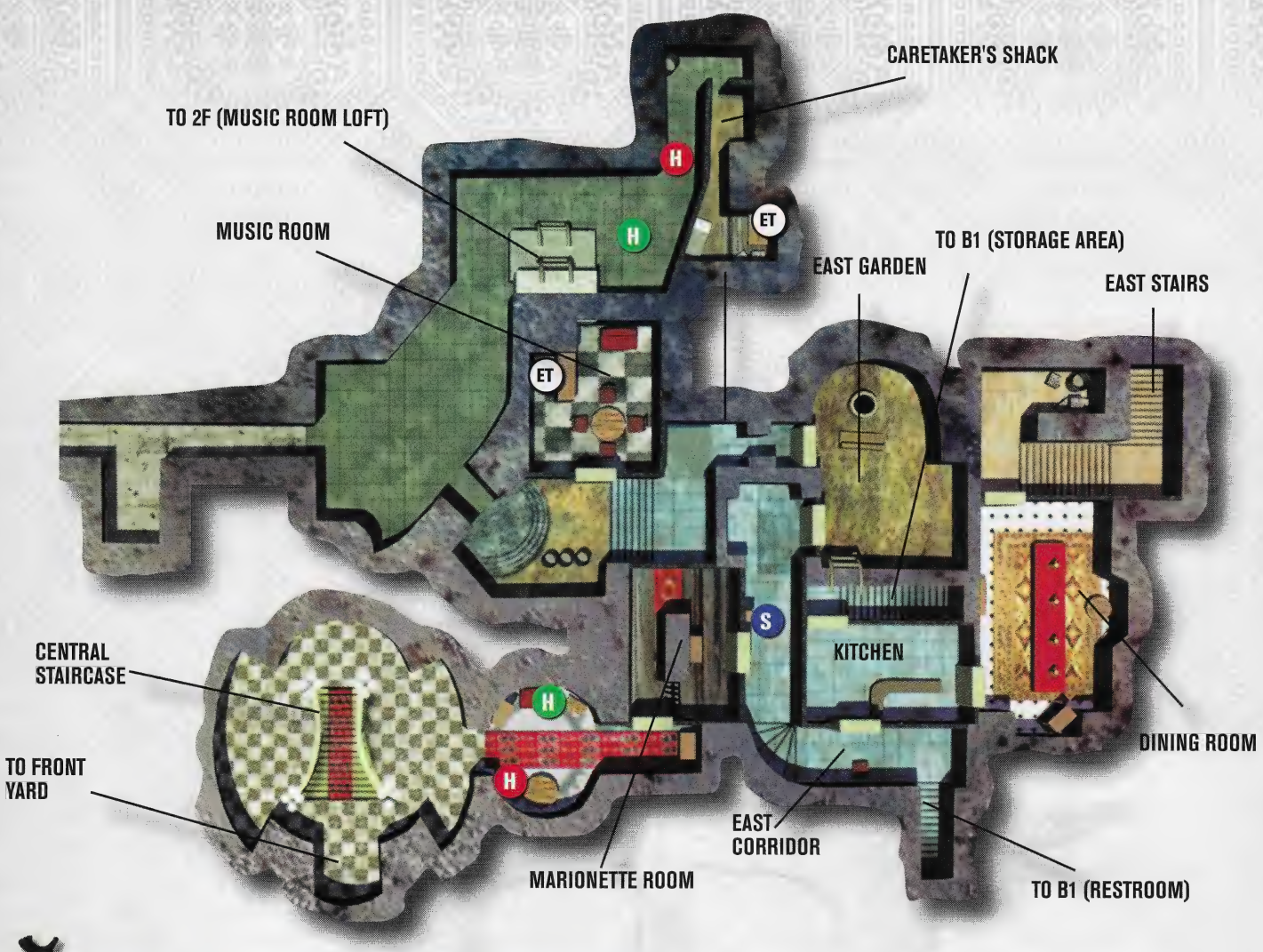
ITEM	LOCATION
OLD PARCHMENT	ON TABLE

To enter the LABORATORY you'll need to push aside the green milk crate outside the door, by pressing toward it with the analog stick. There are no items inside, but the OLD PARCHMENT note on the table has a big clue about the golem that's blocking the door. ou can read it in your File menu.

VACANT ROOM

Head down the hall opposite the LABORATORY, following the cat-like squeal of a swinging chandelier, and you'll discover the door to a VACANT ROOM. A strange device inside looks like a typewriter, but prints onto metallic "plate keys." You can print any word up to eight letters onto a plate key, like the golem's name ("EMETH"). Those who are well versed in the mythology of golems may want to try the other logical option, which not only works, but also works even better! (And you thought studying the Kabbalah would never pay off! See "Lorenzo's Secrets" in the Secrets section for more details.)





ROOFTOP/EAST GARDEN

Insert your plate-key into the LABORATORY golem, and he'll step aside to reveal a door to a low ROOFTOP. The stairway was apparently never finished, so you'll need to climb down the ladder. An item sparkles from atop a column and a few curiosities dot the courtyard, but the only item you can get now is a MAGNESIA crystal in one of the vases. If you come back with Hewie (coming through the laboratory door), you can order him onto the column to pick up an ALBUM MEDALLION.

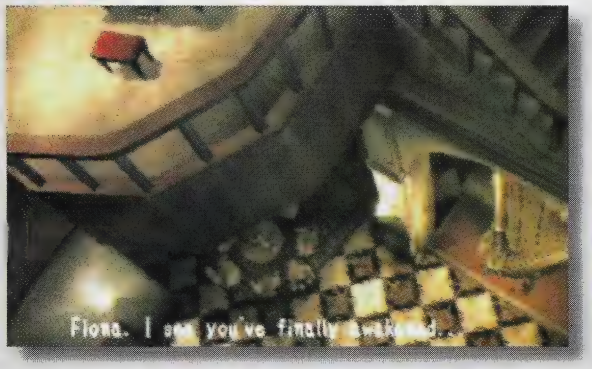
ITEM	LOCATION
MAGNESIA	VASE
REFINED MAGNESIA	HEWIE SEARCH
ALBUM MEDALLION	ON COLUMN

The only unlocked door leads to the crumbling EAST GARDEN, where you can learn a lesson in evasion by exploring the area behind the red barrels. It's good advice in general, but despite the note's placement, Debilitas will almost always find you if you attempt to hide here.

Follow the music through an unlocked door into the MUSIC ROOM.

MUSIC ROOM

As soon as you reach for that shining key, the unseen pianist will reveal himself and proceed to thoroughly creep Fiona out. There's no way to get upstairs, and there's nothing you can do with that wobbly bookshelf yet, so just grab the GARDEN KEY and the CAMOMILE for now.



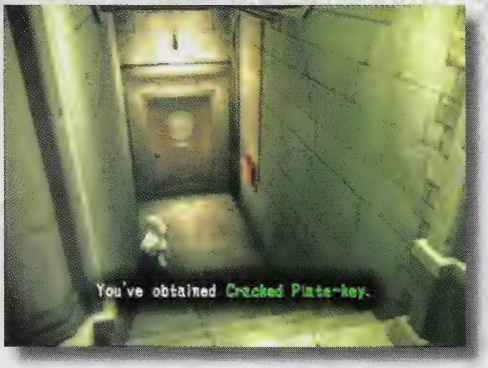
There are no other doors in the Music Room, so you'll need to backtrack a bit to the EAST GARDEN and try your key at the other door. The key fits, but sliding it into the door releases the first Luminessant, a small glowing ball that seeks you out in hopes of causing panic and alerting Debilitas to your presence. This one is easy to deal with — just open the now unlocked EAST CORRIDOR door and shut it behind you.

ITEM	LOCATION
CAMOMILE	CABINET
GARDEN KEY	TABLE

EAST CORRIDOR

ITEM	LOCATION
CRACKED PLATE-KEY	BY DOOR
REFINED ANTIMONY	FALSE WALL

There are several suspicious things in this corridor: A pressure plate with no apparent effect, a door with a hook but no knob, and a locked door with a plate-key reader. The CRACKED PLATE-KEY will give you a clue when you investigate it in your item screen, but that's only half of the solution.



The sealed passage near that door will give way with a solid kick, revealing a globe of REFINED ANTIMONY (among more disturbing things). Antimony is an effective one-shot weapon, especially in its refined form, against a pursuing enemy.

KITCHEN / DINING ROOM

ITEM	LOCATION
CHICKEN JERKY	KITCHEN COUNTER\
CRACKED PLATE-KEY	DINING ROOM TABLE

The only unlocked door in the EAST CORRIDOR leads to a small KITCHEN. A door here connects to the DINING ROOM, and a staircase leads to a small STORAGE AREA.

It's a good idea to visit the Dining Room first, since leaving the Storage Area will trigger an event that forces you out of this wing entirely. You'll find the other half of the CRACKED PLATE-KEY on the Dining Room table, and you can unlock a door here that connects to the lower level of the EAST STAIRWAY. Don't go through it, because there may be someone on the other side you don't want to see.

STORAGE AREA

The STORAGE AREA door has been reduced to little more than a shattered frame. You can break it down with a few swift kicks. Inside you'll find the CASTLE SKETCH on a table, which will fill in your auto map for Belli Castle after you select it from your Special menu. There's also another piece of CHICKEN JERKY in the corner. It's in a rarely seen gold pot that can be kicked like any other vase.

ITEM	LOCATION
CASTLE SKETCH	TABLE
CHICKEN JERKY	GOLD POT
LAVENDER	HEWIE SEARCH

When you return upstairs after taking the sketch, you'll run into Debilitas. This encounter plays out entirely in an intermission that will result in Fiona being taken back to the GUEST SUITE.

GAME SYSTEM
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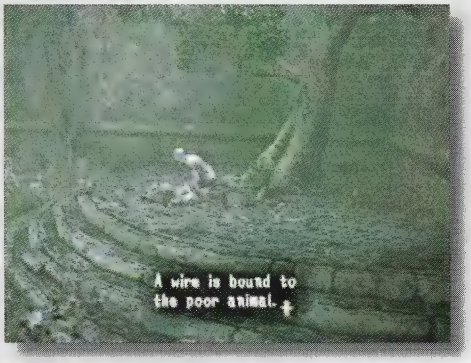
GUEST SUITE / FRONT YARD

Fiona will awaken in her bed to a howling dog tied to the FRONT YARD tree. Go outside and set him free, then return to your room. On the way you'll discover that the gate on the second level has been opened, allowing you to approach the front gate area.

ITEM	LOCATION
MEDALLION	BRIDGE RAILING

You'll find a pile of debris on the other side, but Fiona's attempt to climb it will result in failure. Both the front gate and the front door are locked tight, but you can pick up a MEDALLION from the bridge between them.

You'll find Debilitas waiting in your suite, and Fiona will respond by falling down for no apparent reason. Fortunately, Hewie will come to the rescue, and you can send him to bite Debilitas by pressing up on the Right Analog Stick. Debilitas will run away after just one bite, but don't expect it to be so easy in the future!



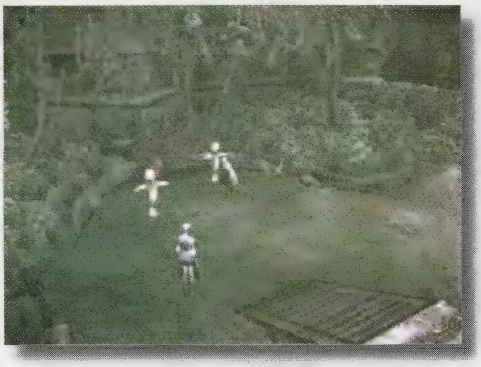
FRONT YARD

ITEM	LOCATION
REFINED MAGNESIA	HEWIE SEARCH
ALBUM MEDALLION	HEWIE SEARCH
BROKEN MARIONETTE	JUNK HEAP

Not only is Hewie a terror in battle, but he can also retrieve hidden items and reach areas that Fiona can't. Several such opportunities are in the FRONT YARD, so lead him out that way now. Press down on the right analog stick to call for him to follow you, and make sure to praise him if he responds quickly (by pressing right) and scold him if he ignores you (by pressing left). You'll find it works best to call him frequently, rather than traveling long distances and calling from afar. At that distance he might not hear you or become confused as to how to reach you.

Hewie's Search command (up on the right analog stick) can lead to him digging up items at either end of the FRONT YARD (see sidebar). You can also use his Search command to send him after items Fiona can see but can't reach. The BROKEN MARIONETTE at the top of the second floor junk pile is a prime example. Stand at the base of the pile and press up to send him after it.

TRAINING AREA



ITEM	LOCATION
BEEF JERKY	GOLD POT
MEDALLION	HEWIE SEARCH
BALL	RAMP
VIOLA MEDALLION	DUMMY

Near the tree in the FRONT YARD, you can have Hewie move the box that blocks the small gate. Stand facing the hole to the right of the gate and send him through by pressing up on the right analog stick. He'll push the box out of the way automatically.

The door leads to a TRAINING AREA, where you'll find a gold pot with some BEEF JERKY and a BALL you can throw for Hewie. Sic him on the right training dummy (press up while facing it), and he'll knock out a VIOLA MEDALLION. A search by Hewie nearby will reveal a plain MEDALLION as well.

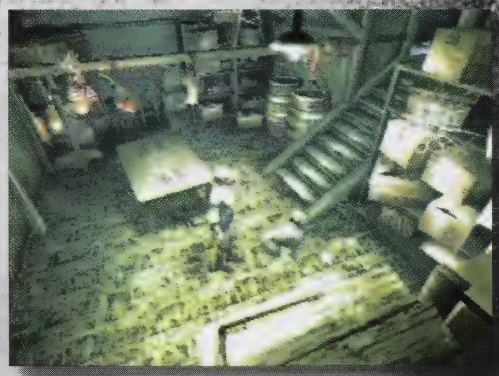
EAST CORRIDOR / RESTROOM

As you make your way back to the EAST CORRIDOR, stop in at the VACANT ROOM to print up a new plate to replace the two cracked plate-keys. (There is no way to reassemble them, but between them you can figure out what it said.) The "REST" plate-key opens up the locked room at the bottom of the corridor.

ITEM	LOCATION
CAMOMILE	CABINET
MEDALLION	HEWIE SEARCH

Strictly speaking, this is an optional area, but there are plenty of interesting items here. The shower makes a fine hiding place where you can refresh yourself at the sink (completely replenishing your stamina), and you can pick up a pair of items. The CAMOMILE is in plain sight, but you'll need to have Hewie search near the stalls to reveal the MEDALLION.

ITEM HUNTING WITH HEWIE



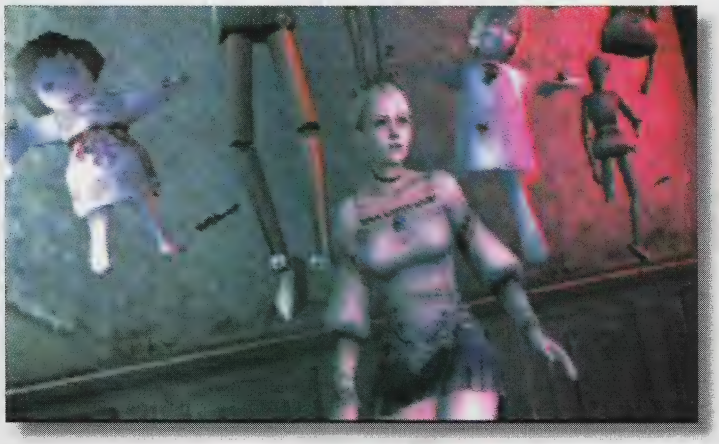
Items have been hidden throughout the game's five areas – concealed so carefully that Fiona could never find them by herself. But they can't elude Hewie's nose, if you point him in the right direction. If you suspect an item is nearby, press up on the right analog stick to send him after it. Hewie will bark if he finds something, and whimper if he fails. (Scolding him will not improve your success rate.) If Hewie's stamina is high and he becomes bored, he may launch into a search without being asked.

You can also have Hewie search the areas you can't reach yourself. For example, order him over the wall outside the Music Room (past the barrels), and he'll dig up some REFINED MAGNESIA.

You can find a list of all the hidden Search Spots (where no item sparkle is visible) in the appendix at the back of this book, and the items are also listed at the beginning of each room in the walkthrough. You've already passed a few: a MEDALLION in the Guest Suite, a LAVENDER buried in the Storage Area beneath the Kitchen and an ALBUM MEDALLION at the end of UPPER CORRIDOR where you found the Bisque Doll.

MARIONETTE ROOM

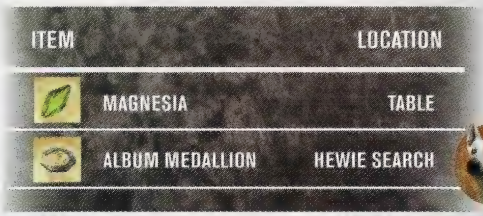
Hang your broken marionette on the hook at the EAST CORRIDOR'S other locked door, and it will swing right open. Save your game before you enter, because there's a death trap inside. Hewie will spot it right off, barking and growling at the edge of the red carpet. Since you saved, you might want to trigger the trap just to see what happens.



To get past the trap, you'll need to use the pressure plate outside the room. Call Hewie over while you stand on it, and order him to sit by pressing R3 (the right analog stick) while he's on the plate. You can then run through the open gate and flip the breaker on the other side, shutting off power to the trap.

LOUNGE

You won't get far into the LOUNGE before a series of events begin that ends with Debilitas going in for the kill. You're completely on your own this time, so you'll have to use the lessons you learned in the previous scripted attacks to survive. (You can fight if you really wanted to, but that's rarely a good idea.)



There are several hiding places you can run to and one Enemy Trap (see below), but you can't hide if Debilitas sees you do it. Send Hewie after him to buy you a bit of time while you slip behind the RESTROOM shower curtain or under the GUEST SUITE bed. Wait a few seconds after the "Coast is Clear" message comes up, make sure Hewie isn't barking or growling (indicating Debilitas remains outside the room), and then return to the lounge to search it for items.

EAST CASTLE HIDING PLACE RUNDOWN

• You have several hiding options in this area of the castle, and since Debilitas will now appear roughly every seven minutes, you just might need to use them all! Remember, it's risky to use the same hiding place twice, and downright suicidal to use one a third time. So mix it up!

• THE LOUNGE SOFA – ironically, you're scant inches away from a good hiding place when Debilitas attacks. But there's no way you can slip under the sofa without him seeing you, so the game won't even let you try. Remember this one for the future.

• THE BATHROOM SHOWER – This is a great one, but you may need to send Hewie after Debilitas to slow him down so he can't follow you in. The nearby sink is plenty handy after a long and grueling chase. Note that while the middle stall seems like a good hiding place, he always checks there (but it is fun to kick the door at him as he approaches).

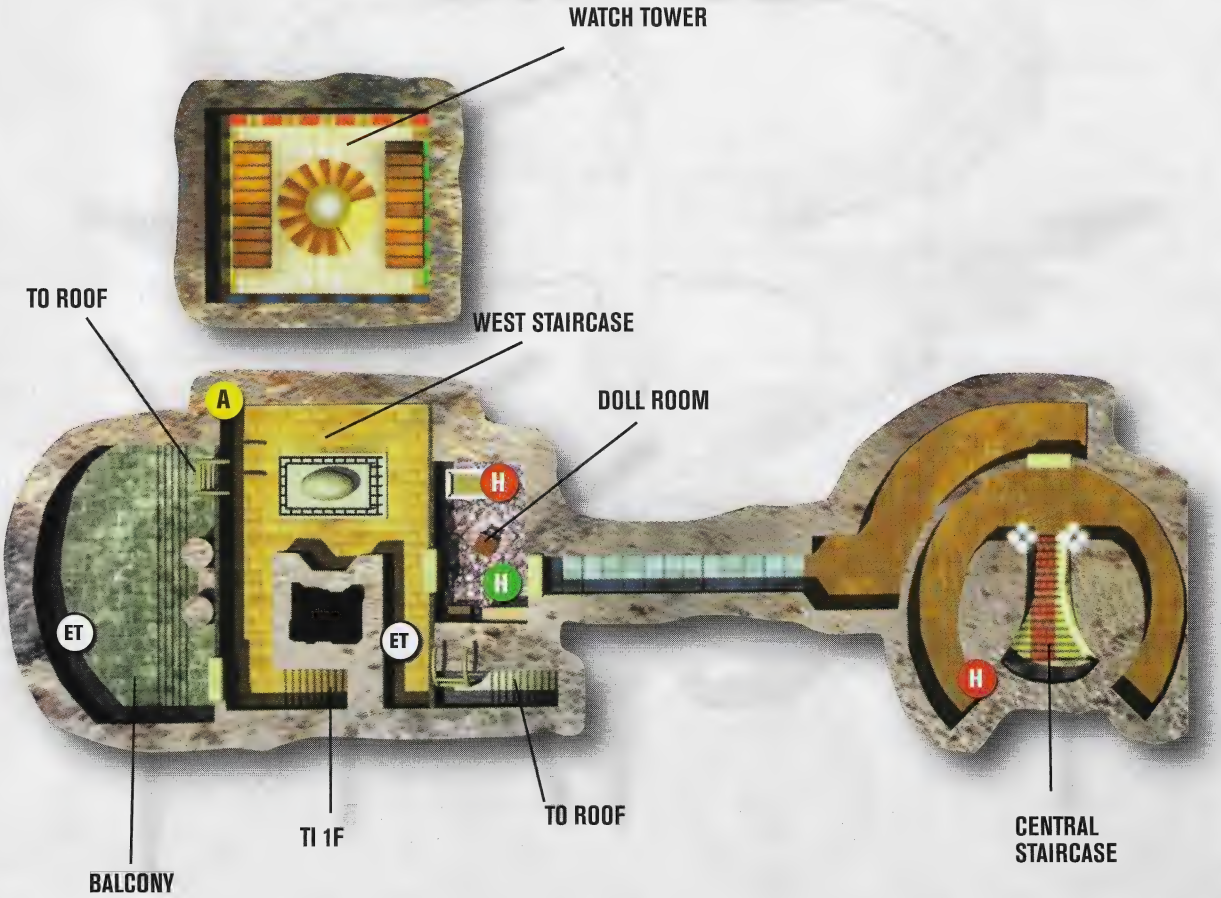
• THE DOLL ROOM DRESSER – If you end up on the staircase side of the Lounge, run up the stairs and into the Doll Room at the end of the hall. You can hide in the large dresser there.

• BOTTOM OF THE STAIRS – There's a good hide-in-shadows spot if you run through the kitchen and dining room and then around the corner to where the red vase was. If you hide here, make sure you wait Debilitas out for nearly a full minute. It's not enough to wait till the music stops.

• GUEST SUITE BED – You hid here once before, but you can usually get away with doing it one more time in a pinch.

ENEMY TRAP: Facing the Music

If you run through the door across from the pressure plate, and through the other garden door, you'll be right outside the MUSIC ROOM. Lead Debilitas in and hide behind the bookcase. When he approaches, you'll automatically push it onto him. This will end the pursuit without fail, but you may want to save this one-shot get-out-of-jail-free card for when you need it more.



CENTRAL STAIRCASE

You'll find a wide staircase in the area beyond the other Lounge door. If you walk around the foot of the stairs you'll find a number of vases that contain a few minor items. You'll also see the other side of the front door, which you can unlock from here. Think twice before you open it, because the outside air breeds Luminessants, and you'd be allowing them into this area too.

ITEM	LOCATION
CHICKEN JERKY	VASE
ANTIMONY POWDER	VASE
VIRIDE MEDALLION	HEWIE SEARCH

Hang a left at the upper landing, and you'll find a dead end where you can have Hewie dig up a VIRIDE MEDALLION. Medallions might not do much for you at the moment, but this is the rarest kind, and you'll be grateful for it later.

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SIDE EVENT: Daniella's Beating

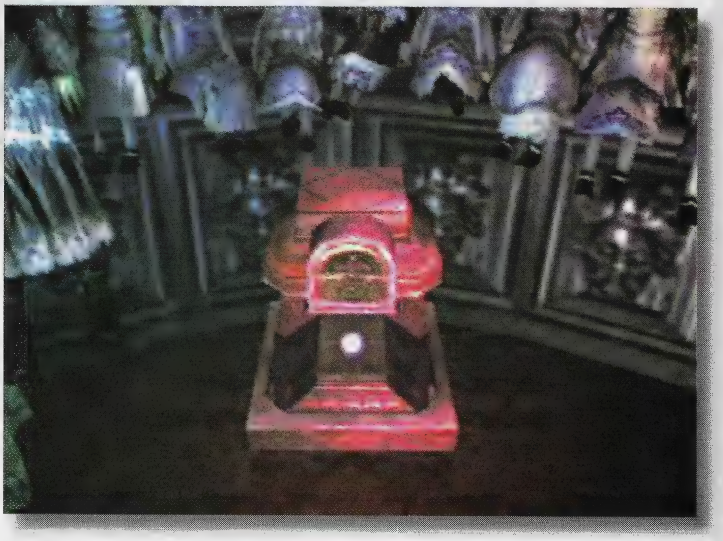
You don't need any more plate-keys pressed, but if you return to the VACANT ROOM from this point on (until this area's final encounter), you can witness a very disturbing event. The good news: It's a very cool scene. The bad news: It ends with Fiona being sent into a panic and Debilitas rushing in for the kill. Save your game first!

DOLL ROOM

The dresser in this room is a very handy hiding spot, making this the place to run if you're attacked in the next few rooms (attacks now occur at timed intervals). Since he doesn't have anywhere else to go, Debilitas tends to come right back even after the "Coast is Clear" message is displayed, so it's a good idea to stay in hiding for several seconds afterward.

ITEM	LOCATION
MEDALLION	VASE
REFINED ANTIMONY	HEWIE SEARCH

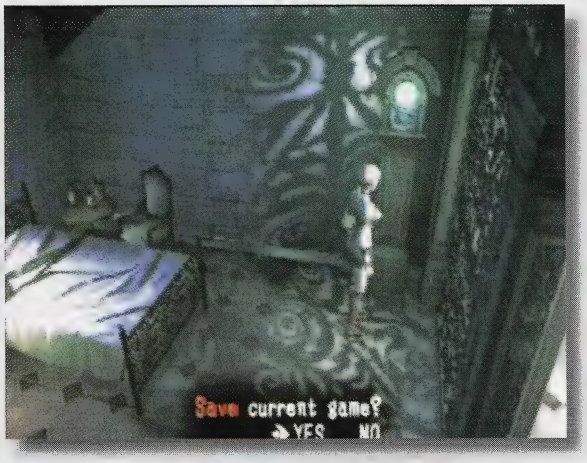
If the coast is clear, kick the vase and have Hewie do a bit of digging. You'll also notice a box at one end of the room, locked with a plate-key reader. There is no way to know the combination at this point in the game, and by the time you learn, it's too late to go back. This is only of interest to people who are playing a second time around. However, if you want to cheat it open now, feel free to flip to the Secrets section.



WEST STAIRCASE / GUESTROOM

ITEM	LOCATION
MAGNESIA	GUESTROOM

The door at the other end of the DOLL ROOM leads to the WEST STAIRCASE — a central nexus for the west side of the castle. In the upper level, you'll find an odd diorama (with no apparent purpose), a suspicious hole and an unlocked door to the Balcony. The hole leads to a standard Alchemy Room where you can turn your Medallions into usable items by feeding them into the machine at the end of the room and by filling them with orbs of the right colors. See the Game System section for details.



Before heading out toward the BALCONY, try the unlocked door on the lower floor. This leads to a small Guestroom with a piece of MAGNESIA, a bed you can hide under and a clock to save your game.

ENEMY TRAP: Second Story Tumble

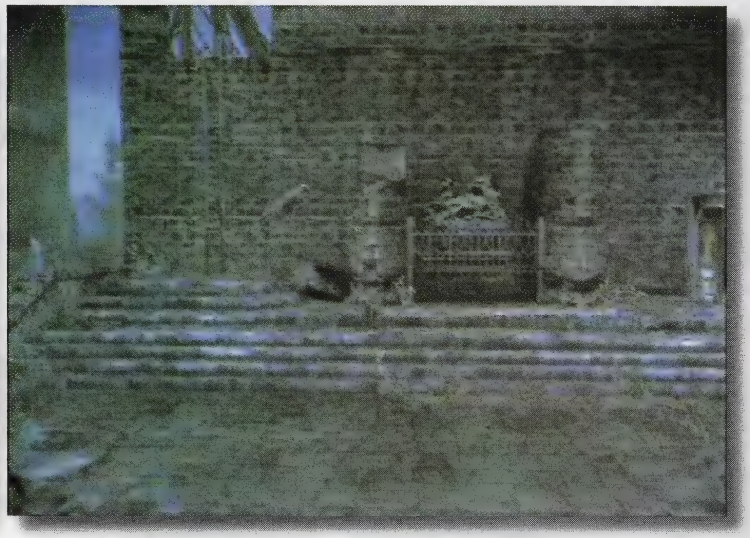
Have Fiona turn to her left upon entering the WEST STAIRCASE from the DOLL ROOM, and you'll discover a dead end where a chunk of railing is missing. When you run here during a pursuit scene, an event will begin in which Fiona tries to shove Debilitas over the edge. If Hewie is in the room, he'll provide the assist that sends Debilitas crashing down, but if Hewie is too far away, Debilitas will recover and get a free shot at Fiona.

This is a fine trap spot, but the first time you come this way you should lead Debilitas through the door to the BALCONY trap instead. You can always save this one for later.

BALCONY

ITEM	LOCATION
CHICKEN JERKY	BALCONY
MEDALLION	BALCONY PILLAR

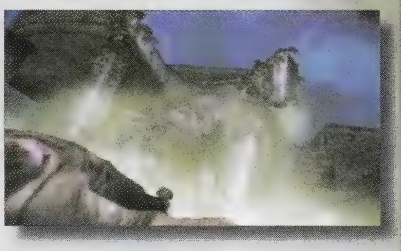
The Balcony is crumbling, and if it doesn't pull Debilitas down with it, it's going to end up taking you. The balcony collapses when anyone steps on the grey area at the opposite end of the door, where a sparkling piece of CHICKEN JERKY has been left as bait. The fall itself won't hurt Fiona, but it will make Debilitas appear, so it's better to wait up top for one of his timed appearances and then trick him into triggering it.



After the balcony collapses, Fiona can slide down (but not back up) by examining the edge. Hewie will not be able to follow. Before you go, stand to the left of the pillar with the sparkling item and give Hewie the "Go!" command to have him retrieve the MEDALLION on top.

ENEMY TRAP: Collapsing Balcony

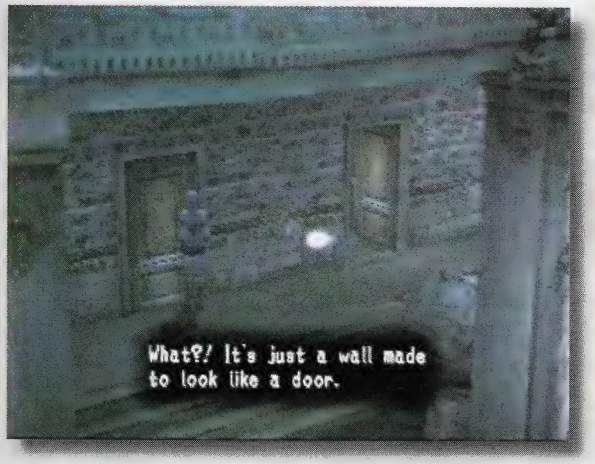
To trick Debilitas into stepping onto the cracks, stand to the left of the gray area and wait for him to approach you. Then quickly move around the gray patch to the other side, so that a straight line between him and you will lead him to step on it. All he needs to do is make contact with it, and he'll be down for the count.

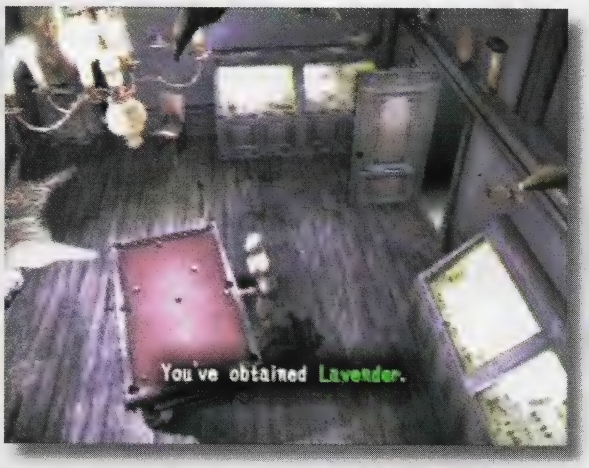


BILLIARDS ROOM

There are four doors on the wall behind the collapsed balcony. The door at the left end leads to the GALLERY, while the door at the right leads to the BILLIARDS ROOM. The two doors in the middle are fakes and are designed to trick you when you're frantically seeking a place to hide.

ITEM	LOCATION
LAVENDER	POOL TABLE





The Billiards Room contains a number of spooky displays as well as a piece of LAVENDER on the pool table. The door on the other side connects to the West Staircase area, and opening it will make it possible for Hewie to join you in the Backyard. You can also use it to reach any items you left on the Balcony or to lure Debilitas up to the "Second Story Tumble" trap.

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BACKYARD - SOUTH

The BACKYARD extends a great distance to the north but not far to the south. At its southern end (right from the collapsed balcony) you'll find a ladder and a fenced garden where Hewie can snag a MEDALLION. If you take the ladders, you'll find a pair of vases and a bridge release that's stuck tight. Examining it won't do any good, but a few solid kicks will. When the drawbridge drops, Debilitas will come with it, so be ready to run! If you've already triggered the trap in the WEST STAIRCASE, you can flee to the GUESTROOM and hide beneath the bed.

ITEM	LOCATION
MEDALLION	CORNER GARDEN
BEEF JERKY	VASE
MAGNESIA	VASE

BACKYARD - NORTH

As you head north (left from the collapsed balcony), you'll see a hole in the wall just past the first portcullis. You can send Hewie through there, but don't do it yet. Instead, continue into the nearby lawn, and stand facing the camera with your back to the sealed metal door. Order Hewie to search the brush in front of you, and he'll dig up a RUBRUM MEDALLION.

ITEM	LOCATION
RUBRUM MEDALLION	GRASS
FRESH FLOWERS	GARDEN

Continue east, through a hole-pocked tunnel, and you'll end up in a courtyard with a lever and another gated garden. Send Hewie through the hole in the gate, and urge him on with the "Go!" command until he finds the FRESH FLOWERS. After that, you can pull the lever to raise the portcullis, creating a shortcut to the area outside the MUSIC ROOM. This is especially convenient if you haven't sprung the "Facing the Music" trap yet, but be forewarned that raising the gate will invite a pair of Luminessants into this area. From here you can continue down the path to the CARETAKER'S SHACK area or return to the GALLERY.

GALLERY / LAUNDRY ROOM

When you pass the hole in the wall on your way to the collapsed balcony, order Hewie into it. Then open the far-left door behind the collapsed balcony to reveal a moth-infested GALLERY. The clock ticking on the dresser may be small, but it saves your game just as well as the big kind.

ITEM	LOCATION
MEDALLION	BASEMENT VASE
MEDALLION	HEWIE SEARCH
MEDALLION	SINK
STUDY KEY	BASEMENT

Fiona won't be able to open the door through the moth swarm, but she can lure them away by planting her Fresh Flowers in the empty vase by the entrance. You can then enter the LAUNDRY ROOM, where you'll find several MEDALLIONS. One is in the sink (you'll have to search it, there's no sparkle), Hewie

can dig up another if you return with him, and the third is in a vase in the basement. That's where you'll also be reunited with Hewie, who is on the opposite side of a chain-link fence. Order him to "Go!," and he'll fetch the STUDY KEY that's in the hole with him.

When you try to leave the GALLERY, Debilitas may be waiting to stop you. If he is, don't call Hewie toward you. Run north towards his hole to take advantage of a new enemy trap.

ENEMY TRAP: Hewie's Revenge

If you lead Debilitas by the BACKYARD hole while Hewie is inside, he'll leap out and give Debilitas an attack so savage it will send him running for his life! Even better, you can actually repeat this enemy trap multiple times. Hewie won't stay in the hole forever, but if you sense an attack is coming and you're nearby, send him in!

CARETAKER'S SHACK AREA

After you've fetched Hewie from his dark tunnel, continue northeast down the path. As you pass the hole-pocked hallway, you may hear someone whispering your name... Reach into the hole if you're given the option, and you'll come away with the SCRAWLED MEMO note.

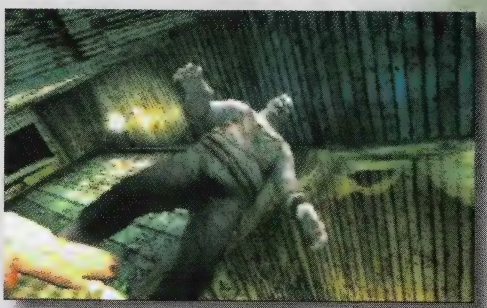
Continue past the portcullis that leads to the MUSIC ROOM, and you'll find a few vases, a bench you can hide beneath and a ladder to the MUSIC ROOM LOFT. If you have Hewie search at the corner past the bench, he'll dig up another RUBRUM MEDALLION.

If trouble strikes, don't be too eager to hide beneath that bench, since Debilitas can easily notice you there. If he is in pursuit, lead him all the way to the end of the path and into the CARETAKER'S SHACK, where you can trigger a trap of sorts.

ITEM	LOCATION
VIOLA MEDALLION	VASE
ONION	VASE
RUBRUM MEDALLION	HEWIE SEARCH
BEEF JERKY	SHELF

ENEMY TRAP: Taking the Bunny Hostage

Debilitas's own cramped hovel seems like a terrible place to seek shelter, and it certainly is. But if Debilitas is just the right distance behind you when you run to the end, the red text that indicates a hiding place will pop up near the stuffed animal by the altar. Instead of hiding, Fiona will grab the bunny and toss it. While Debilitas tends to his fallen friend, Fiona can slip out safely.

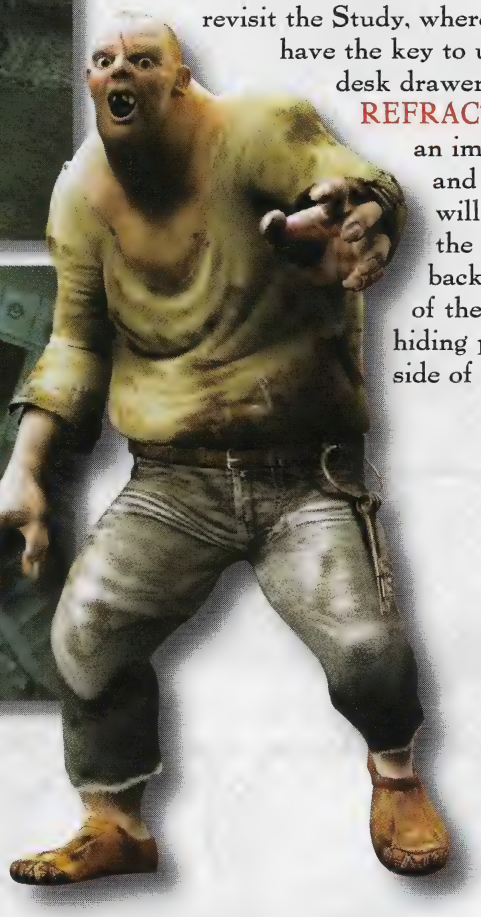


MUSIC ROOM LOFT / STUDY

A pair of ladders leads to the small loft that overlooks the MUSIC ROOM. Here you'll find some LAVENDER on the stairs, as well as the first of three lunar panels at the window. Examine it, and then move it three turns to the right, where you should see moonlight glinting off of its lens.

ITEM	LOCATION
LAVENDER	STAIRS
REFINED MAGNESIA	HEWIE SEARCH
LUNAR REFRACTOR	DESK DRAWER

The door here connects to the UPPER CORRIDOR near the GUEST SUITE. If you lead Hewie in through this route, you can have him dig up a piece of REFINED MAGNESIA behind the piano. Or you can simply hang a right in the corridor and revisit the Study, where you now have the key to unlock the desk drawer. The LUNAR REFRACTOR inside is an important item, and Debilitas will be waiting at the door to get it back. Flee to one of the many good hiding places on this side of the castle.



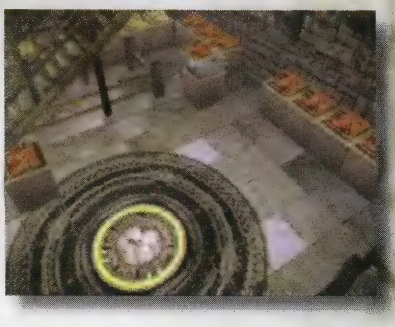
WATCHTOWER

When the coast is clear, make your way back to the top of the crumbled BALCONY off of the WEST STAIRCASE. If you hit the bridge release mechanism in the BACKYARD — SOUTH AREA, you can now climb up the ladder and cross the suspension bridge to the WATCHTOWER.

ITEM	LOCATION
MEDALLION	VASE
PRIMA MAGNESIA	HEWIE SEARCH

WATCHTOWER BLOCKS

To complete this puzzle, you need to complete each row of blocks by pushing the handful of loose blocks into their proper places. It isn't as easy as it looks, however. If you push them in the wrong order, the puzzle could become impossible to solve, and you'd need to leave the room to reset it. The solution is below:



1. Take the stairs on the west side down. Ignore the red block in the middle for now.

2. Push the other red block (the one along the north wall) to the left, past the gap. Do not push it into the gap, since you need to leave the gap two blocks wide.

3. Go back up, and take the stairs on the east side.

4. Push the silver block over to the gap between the red blocks, then use the gap to get behind it. You can now push it across the room to the other silver blocks.

5. You can now push the red blocks and the green block into their proper gaps.

Once you complete the puzzle, a staircase will open to the ground floor. From there you can unlock the Watchtower's front door and bring Hewie in with you. There's a lot of ground to search, but the only buried item is a rare and powerful PRIMA MAGNESIA crystal found by the drawbridge on the highest level.

When you're ready to move on, plant the Lunar Reflector into one of the ground level's two lunar panels, and then rotate both until you see the sparkle of moonlight. When all three panels are set (including the one in the MUSIC ROOM LOFT), the moon's rays will unlock the door to the CHAPEL.

CHAPEL

ITEM	LOCATION
SATURNUS KEY	ALTAR

Debilitas often appears as you head this way, and you'll find it much easier to shake him in the BACKYARD area than you will down here. When the coast is clear, save your game at the grandfather clock at the top of the stairs, and lead Hewie down with you. The door at the end leads to a dimly lit room with a checkerboard floor, and the dark spots are hiding lethal pit traps. Face into the room and give Hewie the "Go!" command, then follow his route to avoid them.

After doing this twice, you'll arrive at the Chapel. When you lift the SATURNUS KEY from the altar, the decisive battle with Debilitas will begin.

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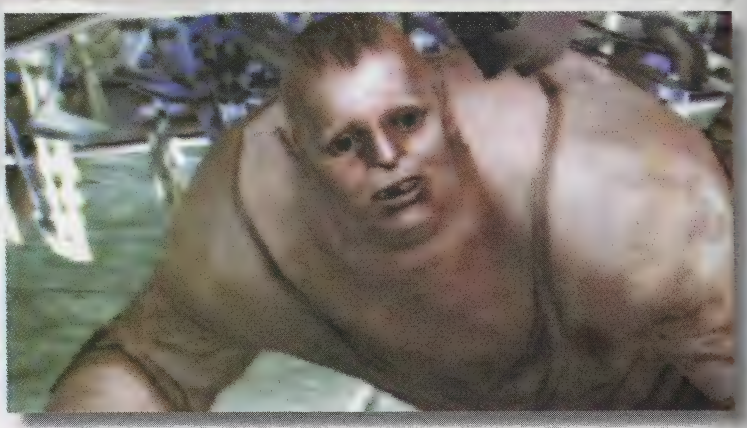
FINAL BATTLE: DEBILITAS

There are two ways to defeat Debilitas: Either by simply biting, kicking, and using attack items to kill him, or by dropping the Chapel's chandelier on him. Not only is the latter method a bit easier, but you'll be rewarded later for your ingenuity.

The chandelier is held in place by the two devices on either side of the room just before the row of pews. You can kick them, but it takes a ton of kicks to break them down. A far easier method is to trick Debilitas into rushing into them, which shatters them in a single hit. To do this, lead Debilitas into the center of the room near the pews. Then run behind the column with the chandelier supports, so they're in a straight line between him and you. He'll usually smack right into them.

TAKE A DEEP BREATH

After Debilitas is defeated, you can roam the castle as you like without having to worry about anyone. This lull in the action will end as soon as you try to use the Saturnus Key on the locked WATCHTOWER door, so if there are any items you failed to get or rooms you wanted Hewie to search, now is a great time to do it.

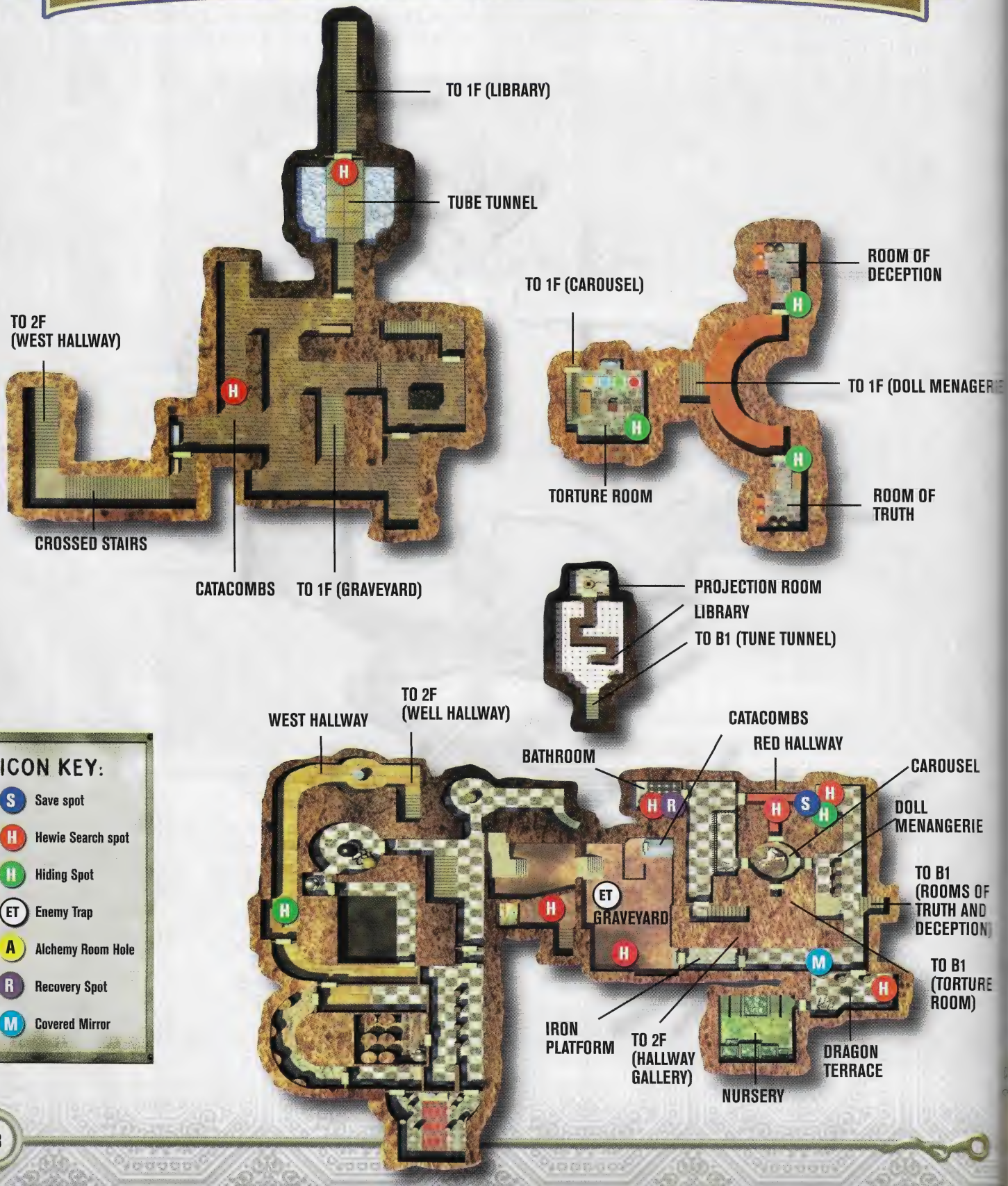


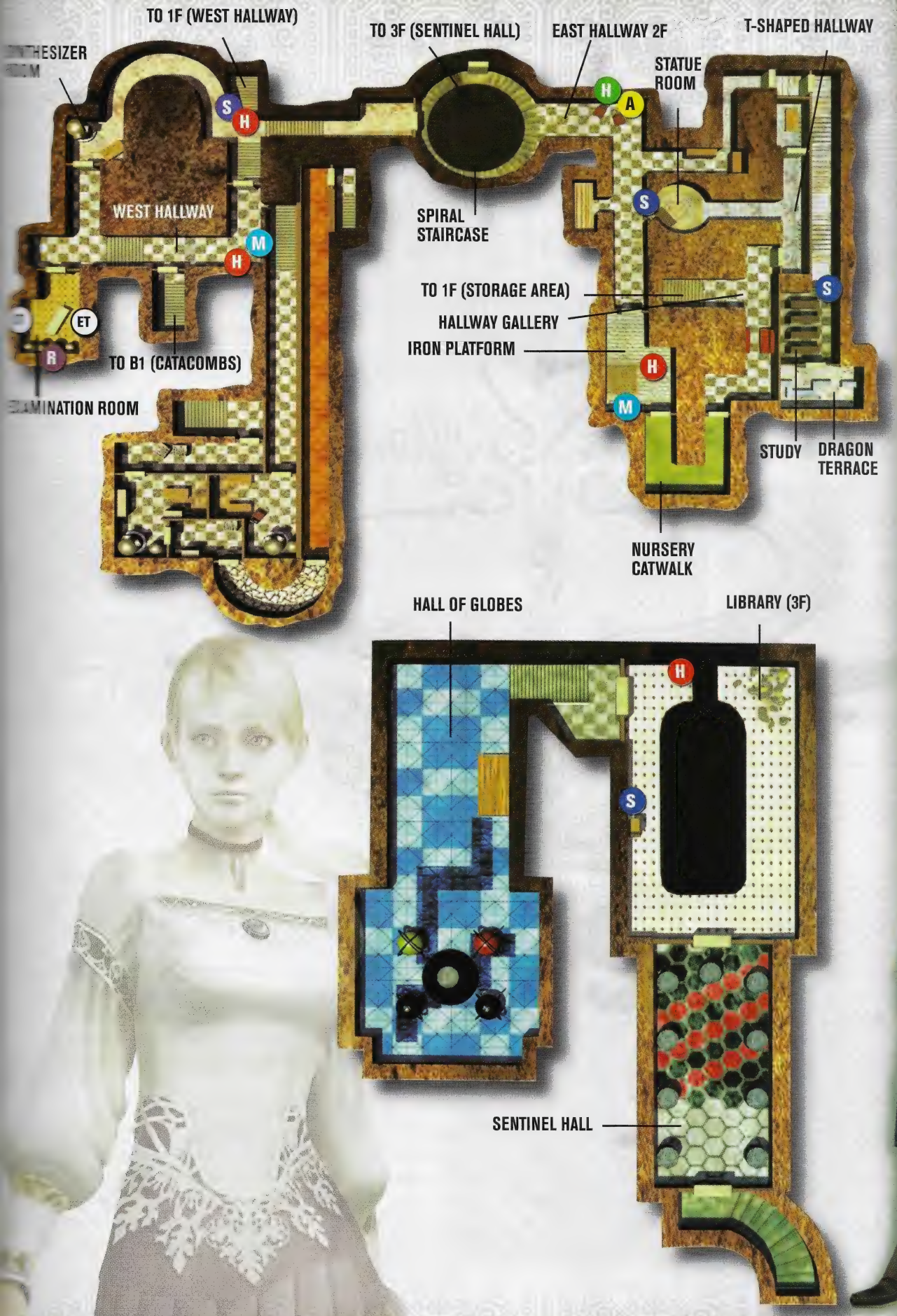
Debilitas Repents

If you used the chandelier trick to defeat Debilitas, you can catch up with your old nemesis at the Caretaker's Shack. When you speak with him, he'll fall to his knees and offer you the SMUDGED KEY as an act of contrition.

This key unlocks the first bathroom stall in the Restroom. This leads to a small hidden room where Fiona will find a pair of METAL BOOTS, which doubles her kick power and gives her a small chance of scoring critical hits against foes!

ACT:II OLD MANSION

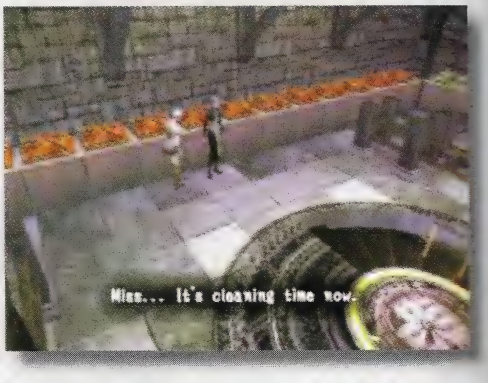



TO 1F (WEST HALLWAY)
TO 3F (SENTINEL HALL)
EAST HALLWAY 2F
T-SHAPED HALLWAY
STATUE ROOM
WEST HALLWAY
SPIRAL STAIRCASE
TO 1F (STORAGE AREA)
HALLWAY GALLERY
IRON PLATFORM
TO B1 (CATACOMBS)
STUDY
DRAGON TERRACE
NURSERY CATWALK
HALL OF GLOBES
LIBRARY (3F)
SENTINEL HALL

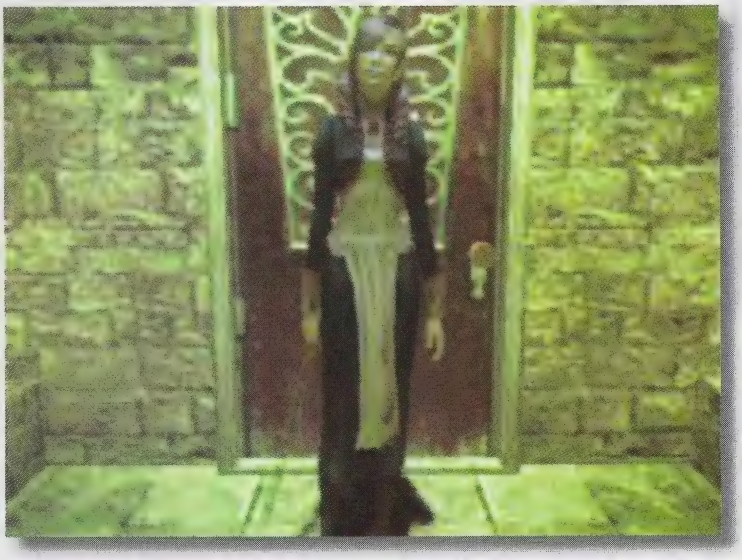
DINNER IS SERVED

Your first attempt to open the Saturnus door will be interrupted by Daniella, who forces you into the DINING ROOM for dinner. Afterward, a visibly sick Fiona can only stagger up the stairs to the GUEST SUITE, where fresh sheets are waiting. Daniella will be by to tuck you in a few minutes later, and that scene that will end somewhat badly.

When Daniella grabs you, shake her off by mashing the buttons while you rotate the analog stick, then flee towards the Watchtower. There isn't too much point hiding, since Daniella won't follow you far. This time, anyway.



You'll run into her again in the WATCHTOWER, but you'll find her in a very different frame of mind. Go ahead and talk to her, she won't attack. Try the key again (even though you dropped it in the cut scene, it's still in your inventory), and you'll reveal a passage to the mansion. Once you enter, there's no going back to Castle Belli.



You won't get far into the mansion before Daniella appears behind you, and it seems cleaning time is over now. Run down the hall, where you'll lose her on the stairs, and then proceed into the corkscrew-like SPIRAL STAIRCASE that leads to the mansion's ground floor.

EAST HALLWAY 2F / STATUE ROOM

The first thing you'll pass in the mansion's EAST HALLWAY is a curtained window that can be used as a hiding place. For the moment, the encounter clock is frozen, but as this hiding place suggests, the attacks will resume soon.

ITEM	LOCATION
CAMOMILE	TABLE
LAVENDER	LANTERN ROOM

A few steps beyond that you'll find another hole that leads to an Alchemy Room. The room is identical to the one in the castle, and you can visit any time you have Medallions to burn.

Continue east, and you'll find a small table with a sprig of CAMOMILE. The unlocked door at end leads to a pair of hallways that dead end at a locked-from-the-other-side door, but it's worth dropping in just to see the mammoth.

To the south, you'll pass an open doorway that leads to the STATUE ROOM, home to a grandfather clock, a statue with an unlit lamp, and a door that opens to a stone wall.

In addition to the shining LAVENDER in the cabinet, there's a book on the desk that

explains the purpose of a few of the items that you may have already cooked up in the Alchemy Room. The door across from the Statue Room leads to a small balcony that is merely a dead end.

IRON PLATFORM / NURSERY CATWALK

That leaves the door at the south end of the hall, which leads to a sparsely furnished room consisting of two ledges linked by an IRON PLATFORM. At one end is a covered mirror (more on those later), and a Hewie search on the platform itself will uncover an ALBUM MEDALLION.

ITEM	LOCATION
ALBUM MEDALLION	HEWIE SEARCH

The next room is no more than a U-shaped catwalk surrounding a tree that sticks up from the NURSERY FLOOR. This tree continuously generates Luminessants, although they're no threat to you at this point, when no villains are nearby.

HALLWAY GALLERY

The door at the end of the Nursery catwalk leads to another creepy hallway. The door to your left is a dead end closet, and while there's room for you inside, it should not be used as a hiding spot. At the end of the hall you'll find a vase with an item, another dead end door, and a painting with a clue.

ITEM	LOCATION
MAGNESIA	VASE
CHICKEN JERKY	REVEALED AREA

PUZZLE: Blue Flame, Secret Ways

You can progress no further until you solve the mystery of the painting's riddle. Give up? The blue flame is a Luminessant, and the point of this puzzle is to trick one of those glowing wisps into lighting the lantern in the STATUE ROOM. Wait for the Nursery tree to generate a Luminessant, then lead it slowly back to the initial hallway and through the open doorway of the STATUE ROOM. If the statue's lantern is between you and it, the lantern will be lit on contact. A stairway will then open beneath the painting.

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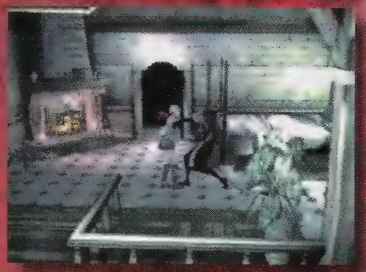
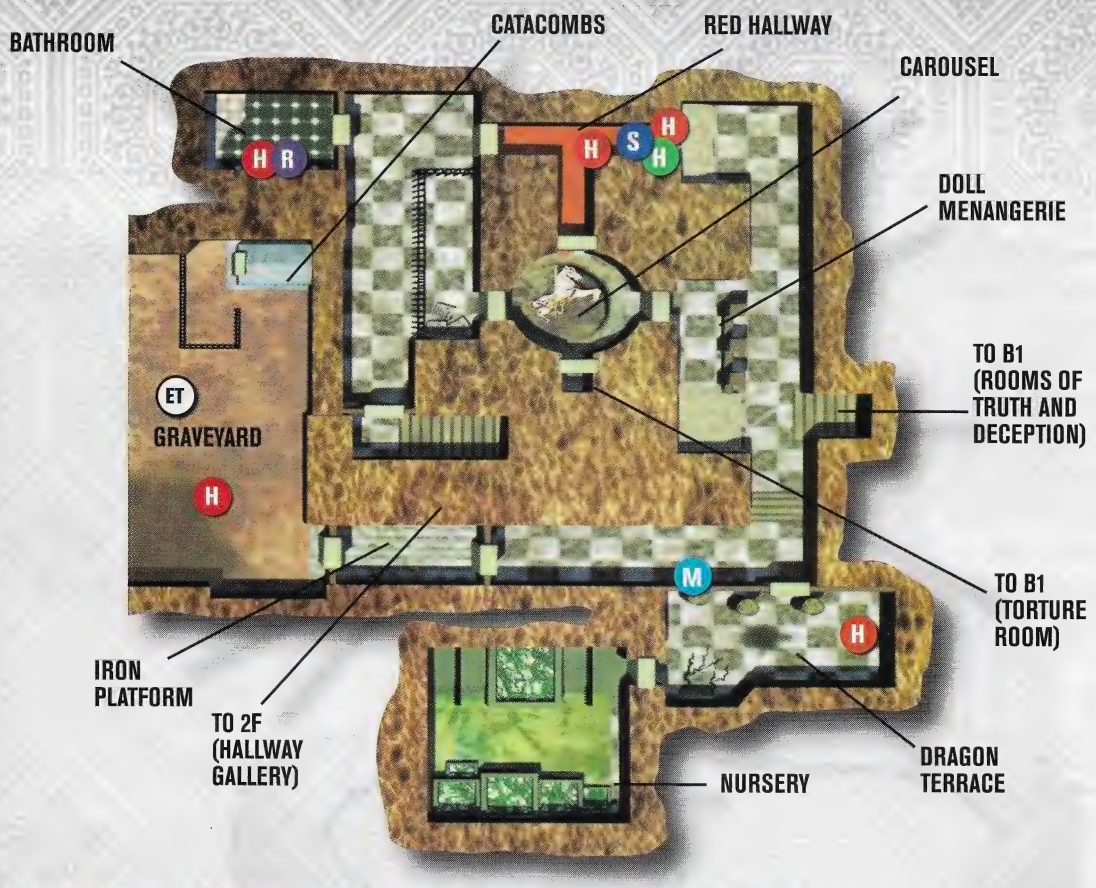
NEW VILLAIN: DANIELLA



The safe passage you've enjoyed in the mansion has come to an end, as Daniella has found her way around the floodwaters and will now begin tormenting you at regular intervals. She's much more persistent than Debilitas ever was, appearing roughly every three or four minutes. When she does strike, her pursuits lasts longer too.

Daniella has all sorts of new moves that make her deadly at close range. Her scream causes panic if you're close, and her glass saber has longer range and does more damage than most of Debilitas's attacks. However, her obsessive focus on Fiona leads her to overlook Hewie, and he can do some real damage to her scrawny frame. Your best tactic is to lead her past Hewie, then order him to strike from behind, giving you plenty of time to get away as she struggles to knock him off. This part of the Mansion is smaller than Castle Belli, and ultimately makes a loop, so getting back to Hewie afterwards should be no trouble.

Fleeing is usually your best bet. Daniella is a much smaller target than Debilitas was, making it difficult to use attack items. She also has more health, and gets up more quickly after being knocked down. The Mansion has far fewer hiding spots and enemy traps than Castle Belli did, but it makes up for that somewhat with its handful of curtained mirrors. Wherever you see one, uncover it, and lead Daniella towards it. When she sees her own reflection she'll be stunned, and you can either run for it or get in a cheap shot. Note that if you flee, she'll smash the mirror and you'll never be able to use it again.

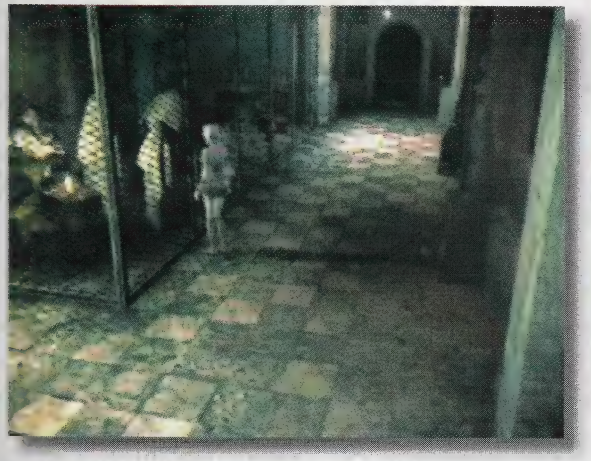


STORAGE AREA / BATHROOM

Everything interesting in this area, including vases, a sparkling item and Daniella (back in cleaning mode) is locked in the cage in the middle of this room. There's no door on this side, leaving you with little to do but proceed down the hall and through the door to your left, into the BATHROOM.

ITEM		LOCATION
	REFINED ANTIMONY	SIDE TABLE
	REFINED MAGNESIA	HEWIE SEARCH

The Bathroom has plenty of stuff to play with: A puzzle clue (framed on the wall), a plate-pressing machine, a recovery spot (the sink, as usual) and a couple of combat items. The REFINED ANTIMONY is in plain sight, but only Hewie can find the REFINED MAGNESIA buried near the can.



SIDE EVENT: The World Outside

Curious what's going on outside the bathroom blinds? Well, the answer might surprise you. Unfortunately, so will Daniella, who slips through the door with her glass saber while a bewildered Fiona gapes out the window. Sometimes the truth hurts.

RED HALLWAY / CAROUSEL

The RED HALLWAY past the STORAGE AREA ends in a small waiting area with several welcome finds. In addition to the grandfather clock and a hiding spot (under the sofa), you'll finally find the MANSION SKETCH. There are also two MEDALLIONS buried here, one in the red hallway (by the door) and another between the sofa and locked door.

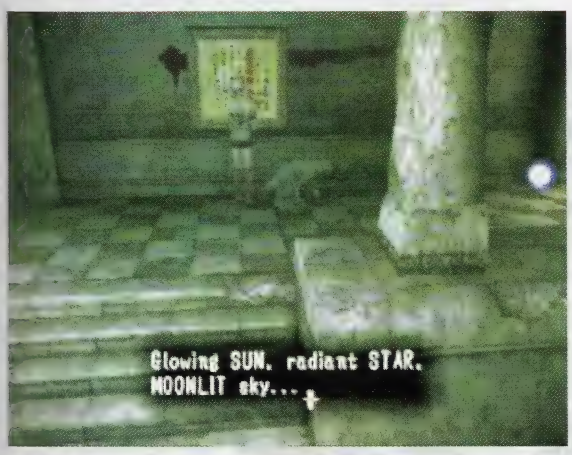
ITEM	LOCATION
VIRIDE MEDALLION	HEWIE SEARCH
MANSION SKETCH	TABLE
MEDALLION	HEWIE SEARCH

As the sketch reveals, both doors in this area ultimately leads to the same DOLL MENAGERIE area. The one in the waiting area has been locked from the other side, so you'll need to take the one in the hallway and cut through a creepy, rotting Carousel.

DOLL MENAGERIE

From the RED HALLWAY entrance, you'll enter through a raised alcove where you'll discover a new clue in the "Three Spiritual Substances" puzzle. Head down the steps and make a U-turn, dodging the pesky Luminessant, and unlock the door to the RED HALLWAY waiting area. Leave the door open; you'll be spending a lot of time in this area, and you'll appreciate the shortcut to the sofa. Smash the gold vases to reveal a VIOLA MEDALLION and a RUBRUM MEDALLION.

ITEM	LOCATION
REFINED MAGNESIA	PILLAR
VIOLA MEDALLION	VASE
RUBRUM MEDALLION	VASE



Down the hall you'll find a bunch of creepy dolls, some REFINED MAGNESIA, and a mirror for distracting Daniella. There are four other doors, but three are dead ends. The two downstairs are locked with the Jupiter Key, and the door at the end of the doll hallway leads to the lower floor of the IRON PLATFORM room, which is currently an impassable pit. That leaves only the entrance to the DRAGON TERRACE, at the southeast corner of the hallway.

GAME SYSTEM
SURVIVAL
ALCHEMY
CHARACTERS
WALKTHROUGH
ACT I
ACT II
ACT III
ACT IV
ACT V
APPENDICES
ITEMS
SEARCH SPOTS
SECRETS

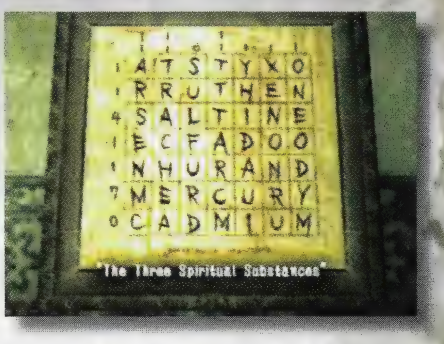
DRAGON TERRACE

The TORN LETTER in one of the mouths of the three-dragon statue will give you the final hint about the "Three Spirtual Substances." But before you attempt that puzzle, you may want to deal with those pesky Luminessants. Leading one into the white, headless statue will light the lantern, popping open the base to reveal the FILM REEL, an important item. It will also stop future Luminessants from being generated in the Doll Menagerie, which will help a lot when Daniella strikes again.

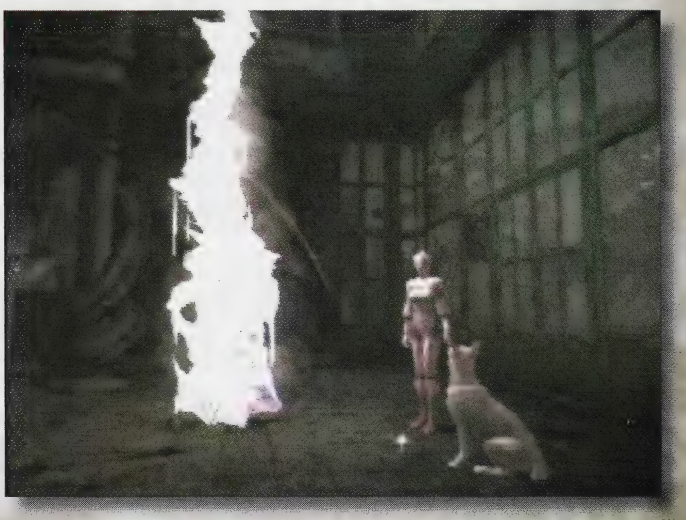
ITEM	LOCATION
FILM REEL	STATUE BASE
RUBRUM MEDALLION	HEWIE SEARCH

PUZZLE: The Three Spiritual Substances

A lot of people overthink this one, but it isn't so tough. The second word grid (in the DOLL MENAGERIE) exists only to demonstrate the relationship between the letters and the numbers along the sides. As you can see, the numbers correspond to the number of letters in each row and column. Using this logic to decipher the word grid in the BATHROOM, you'll end up with words of 4, 6, and 7 letters: SALT, SULFUR, and MERCURY.



To "speak" the three words, print each one out on a separate plate-key and use them at the dragon mouths in any order (stand between them to use the third one). The pillar of fire will freeze to ice, making an icy ladder to the second story STUDY. Before you head up there, have Hewie search the area near the pillar to reveal a RUBRUM MEDALLION.

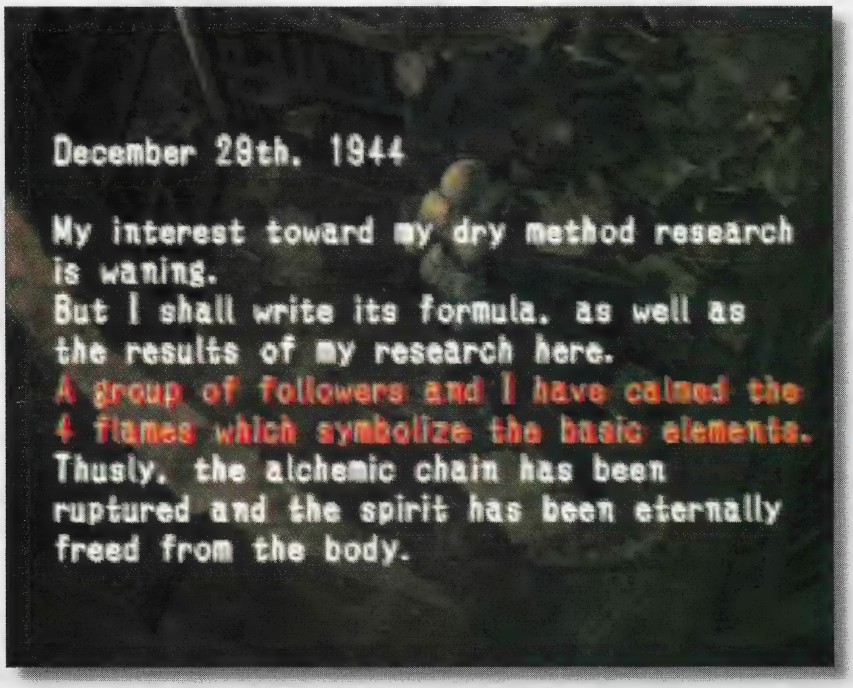


STUDY

The important item here is the JUPITER KEY, which you can knock to the floor by repeatedly kicking the rusted ladder. Grab a MAGNESIA crystal in the next row over, then save your game at the grandfather clock. Before you leave, you may want to read the notes posted on the sides of the bookcases (which concern a few Alchemy items) and the diary on the desk in the corner.

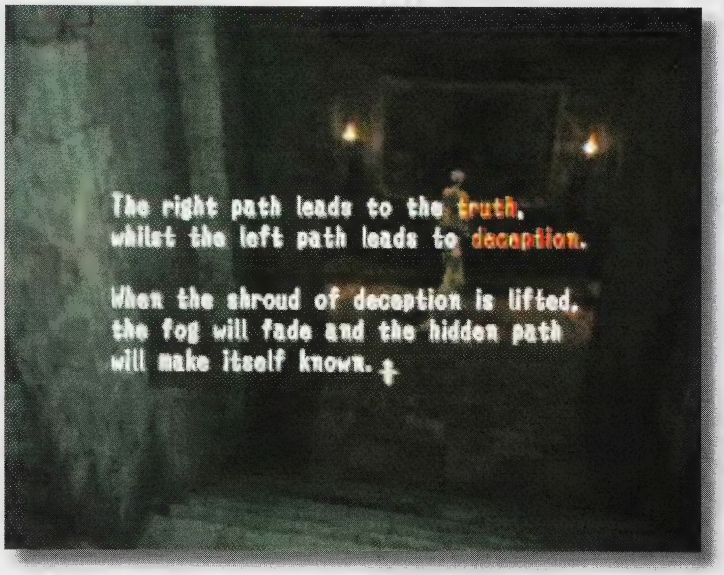
ITEM	LOCATION
JUPITER KEY	LADDER
MAGNESIA	FLOOR

It's a good idea to unlock the door by the clock, which leads through a series of hallways back to the EAST HALLWAY, but there's no point going out that way now. The Jupiter Key unlocks both the ROOM OF TRUTH and the ROOM OF DECEPTION in the east part of the DOLL MENAGERIE.


December 29th. 1944
My interest toward my dry method research is waning.
But I shall write its formula, as well as the results of my research here.
A group of followers and I have calmed the 4 flames which symbolize the basic elements.
Thusly, the alchemic chain has been ruptured and the spirit has been eternally freed from the body.

ROOM OF TRUTH / ROOM OF DECEPTION

Downstairs from the DOLL MENAGERIE, you can read the opening riddle of the Truth and Deception puzzle and unlock both doors with the Jupiter Key (I recommend unlocking both before entering either). In addition to the elements of the puzzle, each room contains a large cabinet that can be used as a hiding spot. If you encounter Daniella in either room, you can have Hewie hit her for a distraction while you run to hide in the cabinet in the opposite room.


The right path leads to the truth,
whilst the left path leads to deception.
When the shroud of deception is lifted,
the fog will fade and the hidden path
will make itself known.

SIDE EVENT: Stuck with a Hot Poker

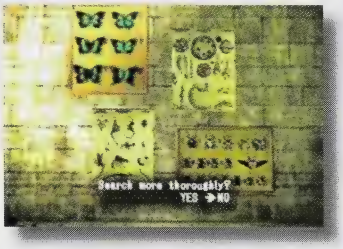
Like Schrodinger's Cat, Daniella is waiting in both the rooms of TRUTH AND DECEPTION, but you can only trigger one of the two events (or if you'd rather skip the fight, you can avoid them both).

In the Room of Deception, Daniella is stoking the fires of the stove. She doesn't seems interested in you, but she will attack if you talk to her, after brandishing her new weapon of choice. If you trigger this event, Daniella will use a fireplace poker for the rest of the game! Otherwise, she'll hold onto the glass saber.

Daniella is not immediately visible in the ROOM OF TRUTH, but if you investigate the cabinet hiding spot when you aren't being pursued, you'll find her inside! Yikes.

PUZZLE: Truth and Deception

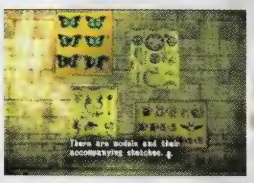
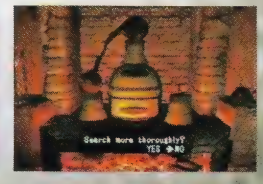
These two rooms are mirror images of each other, so everything in one room has been flipped in the other. There are seven items you can examine: A chessboard, a chemistry set, framed butterflies, a distiller, a pair of wax figures, a kiln, and an hourglass. Four of these items are identical in both rooms, but three of them have differences beyond the fact that they're inverted from side to side. Your goal is to identify the three deceptions and, in the ROOM OF TRUTH, select "search more thoroughly" on each one.



If you search the wrong item, the door will lock and Fiona will be killed by a swarm of scarab beetles when she attempts to leave. Pictured here are the seven items. The answers are below:

ANSWERS:

Chessboard - Searching this will rotate the T-Shaped Hallway in the second floor.
Wax Figures - Searching this will rotate the Carousel 90 degrees.
Hourglass - Searching this will lower the Iron Platform to the first floor.

DECEPTION	TRUTH
Chessboard	Chessboard
Butterflies	Butterflies
	
Wax figures	Wax figures
Hourglass	Hourglass
Chemistry Set	Chemistry Set
Distiller	Distiller
Kiln	Kiln
	

CAROUSEL / STORAGE AREA

ITEM	LOCATION
BEEF JERKY	VASE
RUBRUM MEDALLION	FLOOR
HEBEL'S PERFUME	DANIELLA

Now that you've turned it by searching the wax figurines, each entrance to the CAROUSEL leads to a different location. If you enter through the RED HALLWAY, you'll end up in the closed-off part of the STORAGE AREA. Here you can scoop up a RUBRUM MEDALLION and knock some BEEF JERKY out of the vase.

Daniella is always here, and if you can summon the courage to talk to her after your last conversation ended so badly, she'll give you HEBEL'S PERFUME. You may be a filthy little princess, but this scent isn't for you. Save it for later.

PUZZLE:
The Four Elements

To douse the four flames on the statue, you'll need to enlist Hewie's help in hitting the right pair of floor panels for each flame. Trial and error might do it for you, but if you hit a wrong combination, they'll all light up again. You can figure out the solution by deciphering the riddle on the statue.

· THE ELEMENTS ON THE STATUE ARE:
Air – the white pot on top
Fire – the red pot on the middle level
Water – the blue pot on the middle level
Earth – the yellow pot on the bottom

· THE PADS REPRESENT:
Blue – Moistness
Red – Hotness
Green – Coldness
Yellow – Dryness

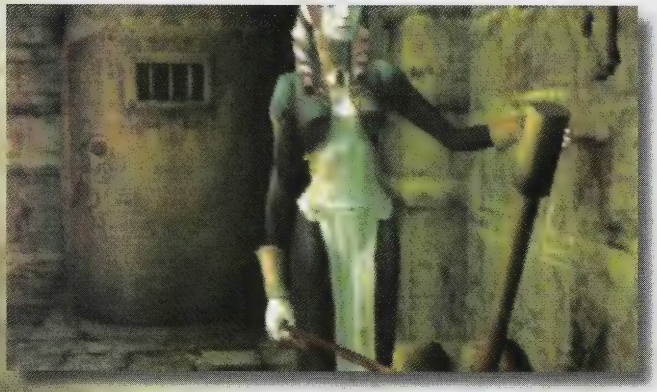
· THE CORRECT PAD COMBINATIONS ARE:
Air: Blue, Red
Fire: Red, Yellow
Water: Blue, Green
Earth: Yellow, Green

· Since maneuvering Hewie correctly is tricky, the easiest way to solve this puzzle is to call him over to the pads, then run up and down and douse most of the pots by trial and error. Then back off, call Hewie, and use the solution to extinguish the one or two you have left.

SIDE EVENT: The Worst Hiding Place Ever

Time is frozen in the TORTURE ROOM, but only until once you pull the key from the mummy's neck. After that, Daniella will be able to follow you in during pursuit scenes. If you pull the lever against the wall, the spikes in the iron maiden will retract, and you can then use it as a hiding place.

The twist is, when Daniella figures out where you're hiding, she'll pull the lever and impale Fiona a dozen times over. Like any hiding place, you can use it safely once or twice, but this definitely isn't a good place to push your luck.



T-SHAPED HALLWAY

This one's optional, but if you're wondering what searching the chessboard accomplished, head upstairs (via the STORAGE AREA) and take a look. All the doors that previously opened into brick walls now open into a T-SHAPED HALLWAY that is infested with Luminessants. Dodge the orbs and smash the vase to reveal a WEEPING STONE. Head out the third door, and you'll end up in the small glass room by the mammoth, where you can pluck a SYLVESTA ESCA from the chimera's mouth.

ITEM	LOCATION
WEEPING STONE	VASE
SYLVESTA ESCA	CHIMERA MOUTH
ANTIMONY TUBE	HEWIE SEARCH

NURSERY

ITEM	LOCATION
WHITE MANDRAGORA	GARDEN

As you enter this room, you might want to reach for the volume control on your TV remote. These Mandragora things are shrill! If you've visited the GRAVEYARD, you know there's a disembodied arm that wants a bloody sacrifice. Hewie might come in handy yet, but these screaming plants look pretty expendable.

The note on the plaque makes it clear that only the original variety of Mandragora has real blood running through its veins. To figure out which one, give Hewie a whiff of the Hebel Perfume that was used in its creation. He'll bark at the correct patch, the WHITE MANDRAGORA. Pluck one and hurry off to the graveyard; you'll be stuck in a state of light panic for as long as this nasty little radish is in your inventory.

GRAVEYARD

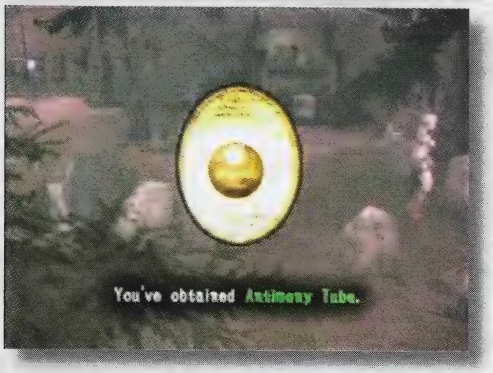
Turning the hourglass in the "Truth and Deception" puzzle has lowered the IRON PLATFORM, making a passable bridge to the GRAVEYARD area from the door at the end of the DOLL MENAGERIE.

Two Luminessants will attack you here, so try to give them the slip and make it to the mausoleum. Read the plaque, then choose to "focus your eyes" into the darkness on the

ITEM	LOCATION
BEEF JERKY	FLOOR
ANTIMONY TUBE	HEWIE SEARCH

door on the side. A shriveled hand will appear, and you can hand off the Mandragora. The hand will recede, leaving an open passage to the CATACOMBS.

Before you head down the stairs, send Hewie to search the area near the tree, directly across from the entrance. He'll return with an ANTIMONY TUBE, which along with the BEEF JERKY, makes this a pretty lucrative area.



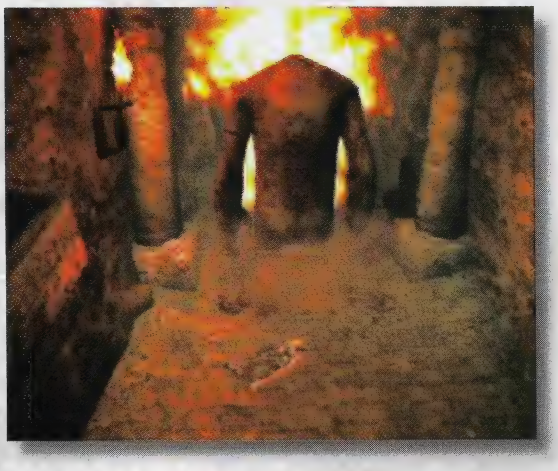
ENEMY TRAP: Hewie's Revenge, Part II

Hey, remember these? It's been a while, but you've finally found an enemy trap in the mansion, and it's a good one. Send Hewie into the red shrub, where he'll wait until Daniella wanders by. Like the "Hewie's Revenge" trap in Belli Castle, you can do this one over and over again.

CATACOMBS

There's another golem here, and this one can take specific commands. By making plate-keys that consist of the letters R (right) and L (left), you can order the golem into the four flaming barriers in the catacombs. Both will be destroyed on contact, but the golem will regenerate, while the flames will not. Here are the four plate-keys that clear the Catacombs:

ITEM	LOCATION
MAGIST MEDALLION	GATE
VIOLA MEDALLION	HEWIE SEARCH
LAVENDER	GARDEN
REFINED MAGNESIA	HEWIE SEARCH

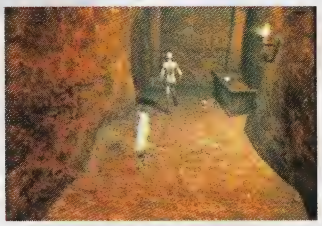


RRR – This one douses the fire that's just behind the bars at the entrance, and allows you to reach a MAGIST MEDALLION, the rarest and greatest of the Medallions (it has an unusual amount of gold spheres, which is a "wild" color that can link with anything).

RRL – The doorway this exposes leads to the CROSSED STAIRS and the west side of the Mansion's first floor. If you turn right just before the spot where the fire was, you can dig up a VIOLA MEDALLION with a Hewie search.

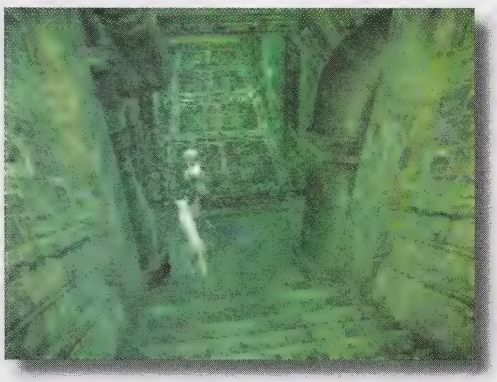
RRRR – This exposes a stairway back up to a small, otherwise inaccessible area of the GRAVEYARD. Here you'll find some LAVENDER, a cremation (?) oven where someone or something is being cooked alive, and a Hewie search spot with a MEDALLION.

RRLRR – This final combination exposes a side table with a MEDALLION and a door that leads through the TUBE TUNNEL and into the mansion's LIBRARY.



TUBE TUNNEL / LIBRARY

Leave the catacombs through the most distant door (the one you opened with the RRLRR plate), which connects to a small underwater TUBE TUNNEL. Have Hewie search at the base of the stairs on the opposite side to dig up a MEDALLION. The tunnel leads to a large LIBRARY, with a grandfather clock and another search spot, to the right of the elevated door at the end of the room, where Hewie can find an ANTIMONY TUBE.



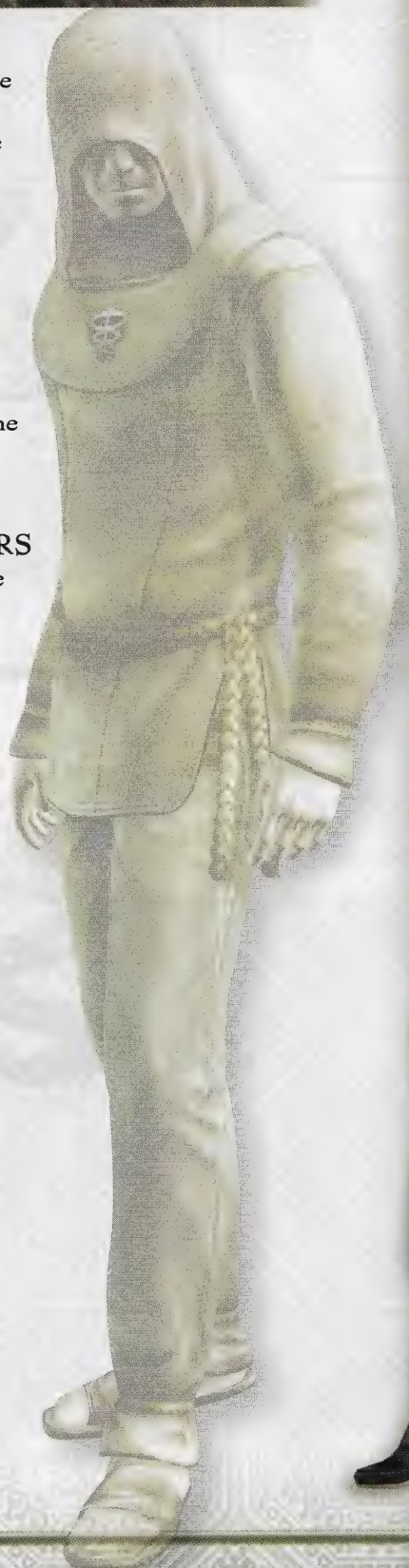
ITEM	LOCATION
MEDALLION	HEWIE SEARCH
"CATHEDRAL SECRETS"	TABLE
"WISEMAN'S CRAFTS"	BOOKCASE
"OCCULT PHILOSOPHY"	UNDER CART

The puzzle in this room couldn't be simpler: just find the three loose books and put them in their appropriate shelves. The only tricky part is finding the "OCCULT PHILOSOPHY" tome, which is under the book cart in the far end of the room (push the cart aside to pick it up). Then examine each book to see who the author is, and slide them into the appropriate bookshelf. The bookshelves will slide into a path to the elevated door, and you can climb up the ladder near the entrance and travel across their tops to reach the PROJECTION ROOM.

PROJECTION ROOM

ITEM	LOCATION
CHICKEN JERKY	FLOOR

This is, quite obviously, where you can finally use that Film Strip you found in the DRAGON TERRACE. The first few scenes are just to freak you out; it's the last one that matters, where Riccardo enters a code into the dial on a water pipe. Remember the pattern, then prepare to flee when Daniella makes her debut. Losing her here is easy, since villains will never follow you into the CATACOMBS! Losing foes in that underground maze is a great strategy for the remainder of this act and the first half of the next one. (Since time is frozen in the Catacombs, you'll need to enter the GRAVEYARD or CROSSED STAIRS area to run out the pursuit clock.)



GAME SYSTEM
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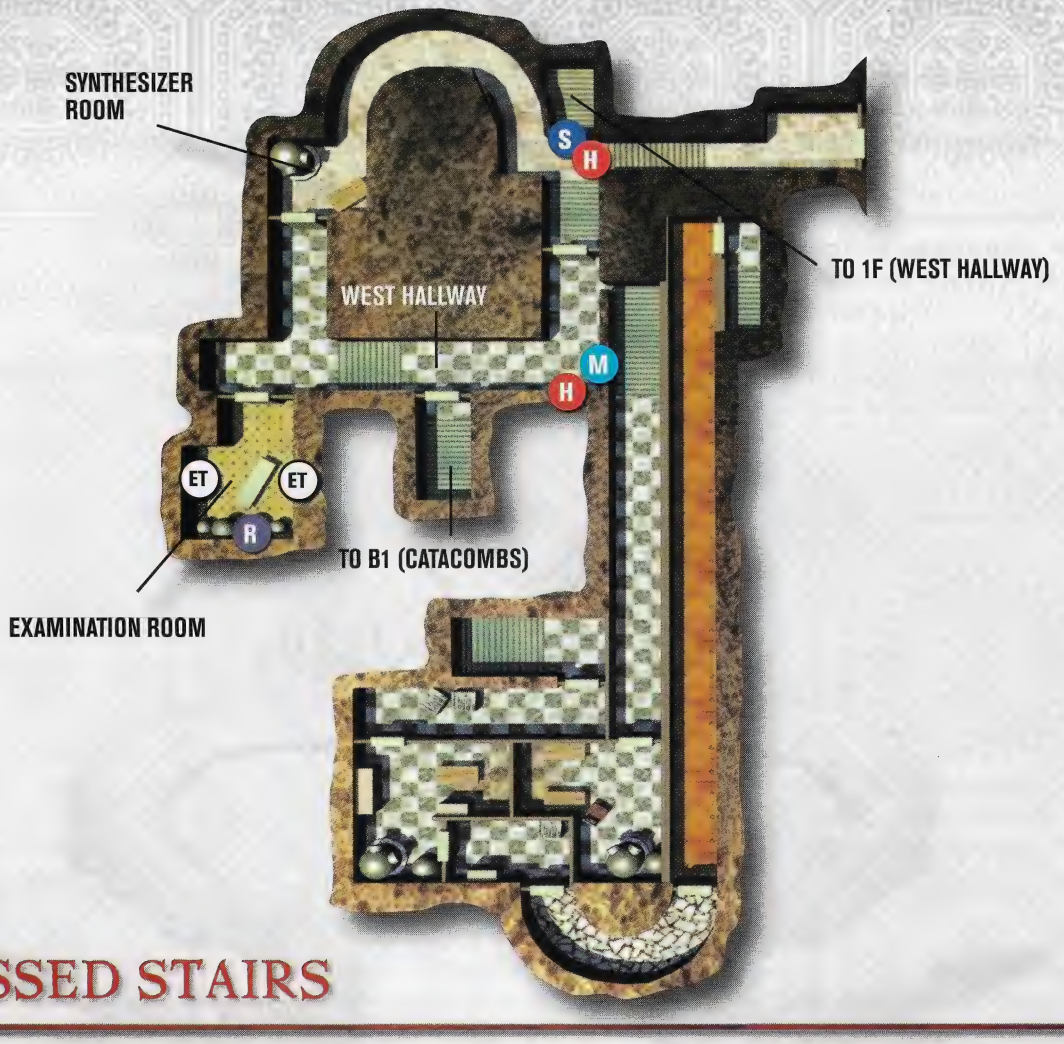


CROSSED STAIRS

Now loop back to the passage you opened by giving the golem the RRL instruction, and enter the CROSSED STAIRS area, where paths converge at impossibly M.C. Escher-esque angles. The only item here is an ALBUM MEDALLION in the pit near the WEST HALLWAY door. Face the sparkle and send Hewie out to bring it back for you.

ITEM	LOCATION
ALBUM MEDALLION	LEDGE

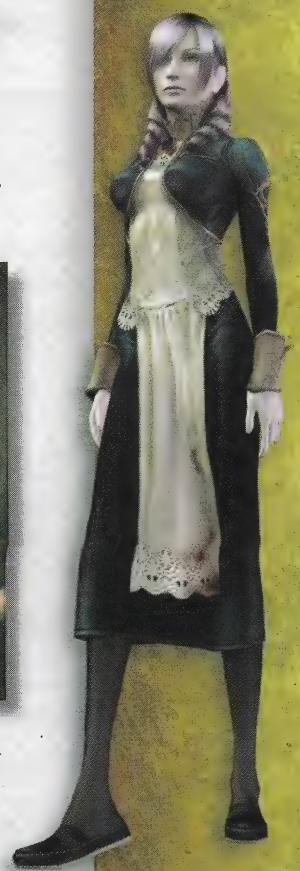
WEST HALLWAY

From the WEST HALLWAY, you can head either west or east. To the west you'll encounter the EXAMINATION ROOM to your left and the SYNTHESIZER ROOM to your right, which ultimately leads to the water pipe that can drain the SPIRAL STAIRCASE.

ITEM	LOCATION
RUBRUM MEDALLION	HEWIE SEARCH
MEDALLION	TABLE

There isn't anything you need to do to the east, but you will find a curtained mirror in that direction, a Hewie search spot (just to your right, in the corner near the mirror), and a hiding spot at the end of the hall. In that direction you'll also encounter two new lifeforms... Sorta. The guy admiring the statues is a homunculus, an animate clay humanoid you can kick in the butt all day long without guilt or repercussion. Speaking of kicking things, the next critter you'll meet is some sort of mutant baby clone, who charges up to you and grabs your legs, screaming to alert nearby villains. It serves the same role as a Luminessant, but you can't really outrun these freaks; you'll need to kick them to get away. If Hewie's nearby, he'll go for the kill when they grab your legs, before any harm is done.

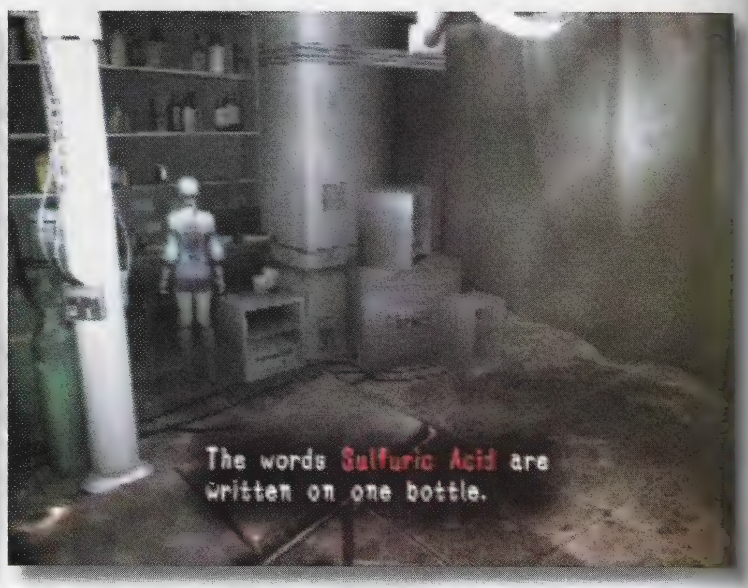
Your reward for traveling this far is a modest one: A MEDALLION on the table. You can use the same table as a hiding spot if Daniella finds you down here.



EXAMINATION ROOM

ITEM	LOCATION
LAVENDER	BED

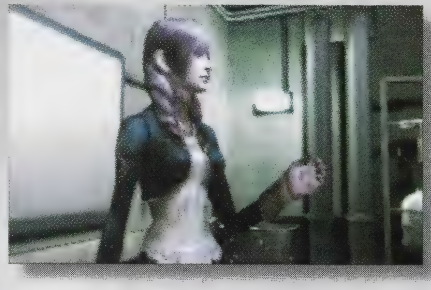
Haunting Ground: The game that makes you excited about sinks! Yep, there's a long-awaited recovery spot in this room, as well as a bit of LAVENDER. You can examine two conspicuous bottles on the shelves: Acetic Acid on the loose cabinet by the X-ray light board, and Sulfuric Acid amongst the medicines on the opposite wall. You can't do anything with them at this point, but it's a good idea to learn which is which...



ENEMY TRAP: Chemical Burn

When Daniella is on your tail, you can run back to the EXAMINATION ROOM and, if she's at hiding distance behind you, the red text will pop up near either bottle of acid. Select one, and when she comes in, you'll give her a face full of it. Here's the thing: Acetic Acid is just vinegar, and all that's gonna do is make Daniella angry. Only the Sufuric Acid will actually get you out of a fight.

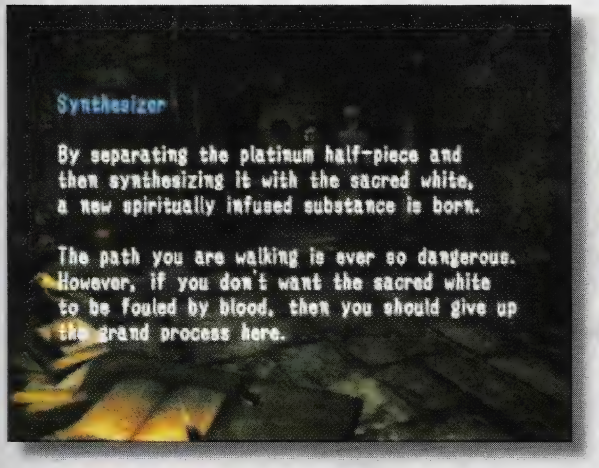
Note that if you choose not to use this one-shot trap against Daniella, you can use it later against the next villain.

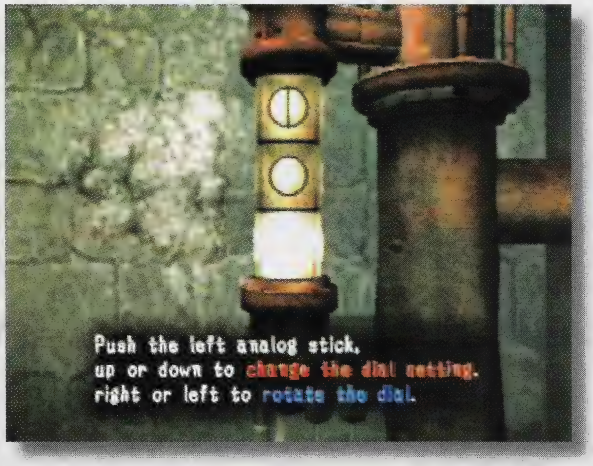


SYNTHESIZER ROOM

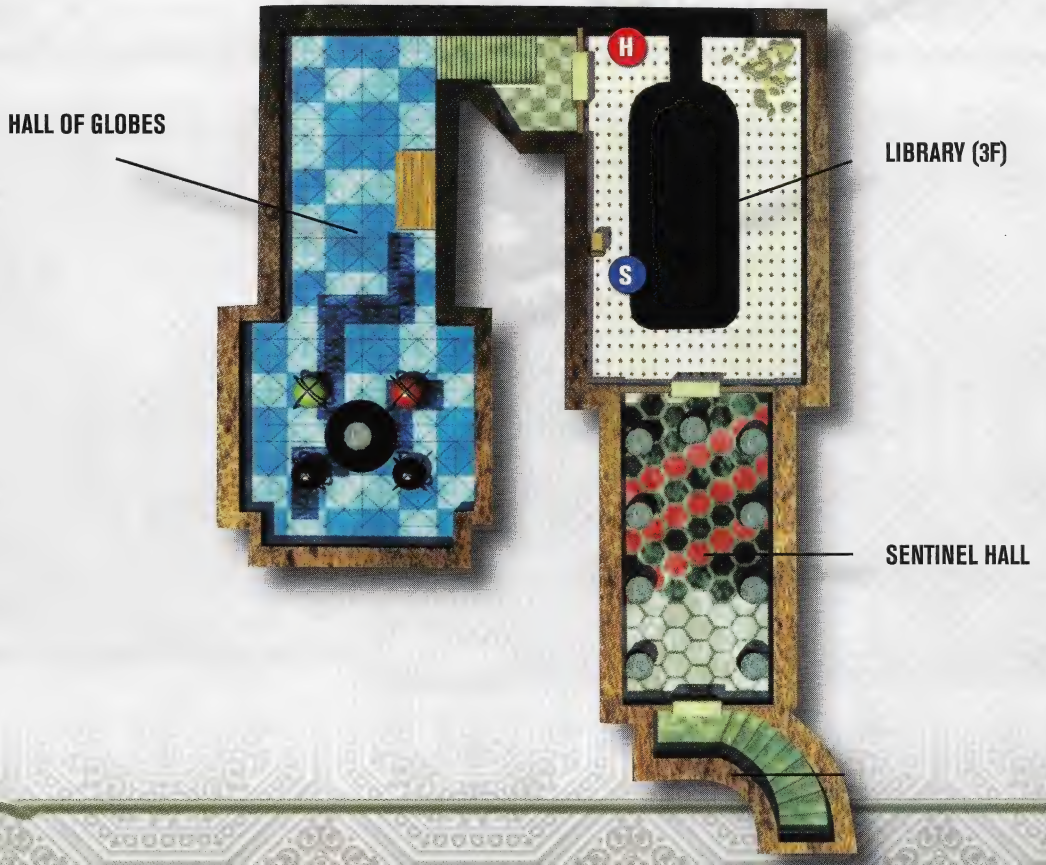
The passage opposite the EXAMINATION ROOM leads to a room with a desk, some empty vases, and a Synthesizer machine. The machine does nothing for you now, but you'll want to remember where you saw it.

ITEM	LOCATION
ANTIMONY POWDER	HEWIE SEARCH


Synthesizer
By separating the platinum half-piece and then synthesizing it with the sacred white, a new spiritually infused substance is born.
The path you are walking is ever so dangerous. However, if you don't want the sacred white to be fouled by blood, then you should give up the grand process here.



Continue down the hall, and you'll find a grandfather clock after a series of prison cells. Have Hewie search the support directly to the right of the clock, and he'll come up with some ANTIMONY POWDER. Just past that is a stairway that leads to the water pipe. Enter the code Riccardo used, and the water in the staircase will drain (the solution is one to the left on the top dial, no change on the middle one, and two to the left on the bottom one). You can now enter the SPIRAL STAIRCASE.



SPIRAL STAIRCASE / SENTINEL ALL

ITEM	LOCATION
REFINED MAGNESIA	WALL

The door at the bottom of the SPIRAL STAIRCASE is locked, so you're heading up. Don't miss the REFINED MAGNESIA by one of the wall-mounted lanterns along the way.

At the top of the stairs you'll find a room with dark hexagonal tiles and a crossbow-wielding statue at the end. Send Hewie across the hex field and follow his steps exactly. If you so much as brush against a trapped tile, the statue will raise its crossbow. Fortunately, he gives you two freebies before he sends that bolt through your head.

LIBRARY (3F) / HALL OF GLOBES

You're back in the LIBRARY, on the third floor balcony. At one end of the balcony you'll find a globe of REFINED ANTIMONY. At the other you'll find a grandfather clock, the door to the HALL OF GLOBES, and a small overlook where Hewie can dig up a RUBRUM MEDALLION.

Save your game at the clock, as the decisive battle with Daniella will begin when you're halfway through the Hall of Globes.

ITEM	LOCATION
REFINED ANTIMONY	LIBRARY
RUBRUM MEDALLION	HEWIE SEARCH
MARS KEY	DANIELLA

FINAL BATTLE: DANIELLA

To defeat Daniella in this brutal deathmatch, you'll need to push all four globes along their tracks to the squares at the end. To pull this off without being repeatedly stabbed in the back, wait for Daniella to come after you, then have Hewie launch himself onto her back. While he chews, run to a distant globe and start pushing. There's no time limit here, so you always have time to set her up so Hewie is behind her. Having him attack Daniella's hand ties her up for almost as long, but results in Hewie taking a hit that could reduce him stamina and slow him down. The back attacks also do more damage, and eventually Daniella will drop for a brief period, allowing you to get a lot of free pushing in.

Play this one conservatively, and don't let Daniella get close to you, or she may snare you with her panic scream. If you do start to panic, use Lavender immediately while Hewie buys you some time.

When all four globes are in place, Daniella will meet a fitting end, and drop the MARS KEY. Save your game in the LIBRARY before you use it at the bottom door of the SPIRAL STAIRCASE.

ACT·III OLD MANSION

ICON KEY:

- S — Save spot
- H — Hewie Search spot
- H — Hiding Spot
- ET — Enemy Trap
- A — Alchemy Room Hole
- R — Recovery Spot
- M — Covered Mirror

TO 1F (GRAVEYARD)
TO 1F (WEST HALLWAY)
TO 3F (SENTINEL HALL)
EAST HALLWAY 2F
T-SHAPED HALLWAY
SYNTHESIZER ROOM
STATUE ROOM
WEST HALLWAY
SPIRAL STAIRCASE
TO 1F (STORAGE AREA)
HALLWAY GALLERY
IRON PLATFORM
TO B1 (CATACOMBS)
EXAMINATION ROOM
HALLL OF DOORS
STUDY
DRAGON TERRACE
DECOMPRESSOR ROOM
NURSERY CATWALK
TOWER OVERLOOK
TUNNEL
CHAOS FORREST GATE
RANDOM PATH
RANDOM PATH
RANDOM PATH
HEWIE'S CLEARING
SOUTHERN TIP

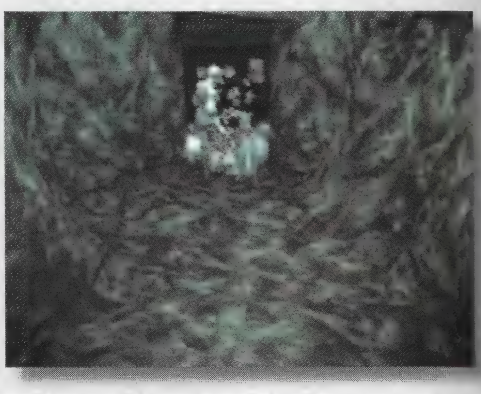
COLLAPSING HALLWAY

After besting Daniella and claiming your Mars Key, make your way past the sentinel, following Hewie's footsteps carefully. (The reversed camera angle makes it a bit tougher on the way back.) Continue to the bottom of the SPIRAL STAIRCASE, and use your key to unlock the door to the COLLAPSING HALLWAY.

ITEM		LOCATION
	MEDALLION	HEWIE SEARCH
	MEDALLION	HEWIE SEARCH
	MEDALLION	HEWIE SEARCH
	WEEPING STONE	TABLE
	PRIMA MAGNESIA	HEWIE SEARCH

Immediately to Fiona's right you'll notice a collapsed fireplace that can be used as a hiding spot. Past that is a circular roundabout with an Alchemy Room hole and one of those mutant baby things that love to grab Fiona's legs. Let it do its worst: there's no one around to hear your screams. Through the arch you'll find another mumbling homunculus, but this one will actually punch you out if you kick him enough. Is it wrong that I still can't help myself?

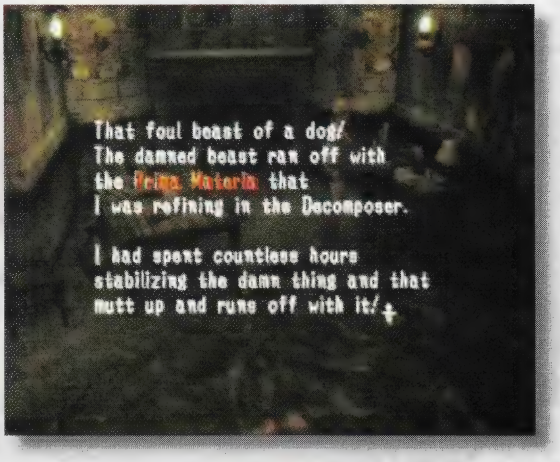
In the south part of the hall you'll find scattered pedestals displaying various objects. Each marks a place where a MEDALLION has been buried, so set Hewie on the scent after each one, and you'll end up with a handful of objects to take the Alchemy Room. You'll find yet another search spot – this one with a rare piece of PRIMA MAGNESIA – in the rubble of the second floor hallway. I suggest you kick through the remnants of the second floor DECOMPOSER ROOM door before you visit the PURIFIER ROOM at the west end of the ground floor.



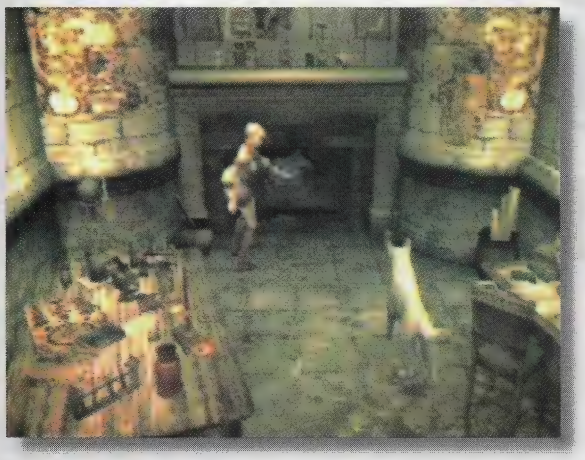
DECOMPOSER ROOM

ITEM	LOCATION
ALBUM MEDALLION	POT

A device similar to the Synthesizer is the most prominent object in this room. This machine, however, is a Decomposer, and its slightly more detailed instructions should give you some idea of how this whole Godstone business will begin. This room also has a second interesting note on the small writing desk. You'll need to search the pots (you can't kick them) to find a hidden ALBUM MEDALLION here.


That foul beast of a dog!
The damned beast ran off with
the Prima Materia that
I was refining in the Decomposer.
I had spent countless hours
stabilizing the damn thing and that
mutt up and runs off with it!

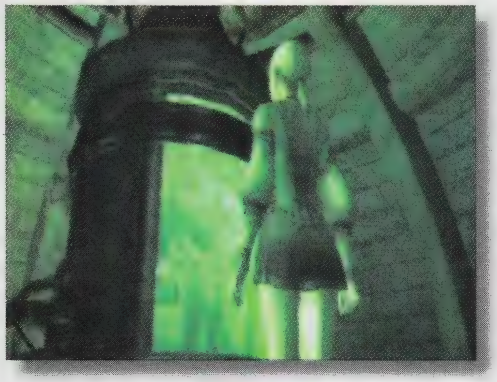
One side of the Decomposer Room is dominated by a fireplace that Hewie can easily fit through. It connects to the PURIFIER ROOM, and having Hewie remove the bar from that side is the only way you can get in. You can send Hewie now to save time, but if you like him by your side during pursuit scenes, you should keep him with you for the moment and plan to come back later.



EXTRACTOR ROOM / CROSSED STAIRS

ITEM	LOCATION
CHICKEN JERKY	VASE
ALBUM MEDALLION	HEWIE SEARCH

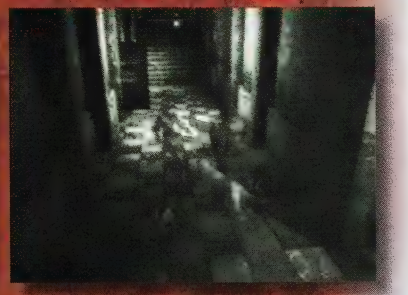
The door at the west end of the hall, past the stairs, connects to the EXTRACTOR ROOM. Not that you'll have any time to actually explore it, as your new villain forces you out seconds after you enter. Fiona will automatically leave through the opposite door to the higher level of the CROSSED STAIRS. Run through that area, continue straight in the SOUTHWEST JUNCTION, and unlock the door at the end. This door connects back to the WEST HALLWAY you visited at the end of Act II. If you're far enough ahead, you can hide under the table. If you don't mind running a little further out of your way, you could also lose Riccardo in the CATACOMBS or spring the "Chemical Burn" trap in the EXAMINATION ROOM (if you haven't already used it on Daniella).



When you get a chance to come back this way, you can examine the Extractor machine, have Hewie dig up an ALBUM MEDALLION near the clone vat, and pick up some CHICKEN JERKY from the vase in the Crossed Stairs.

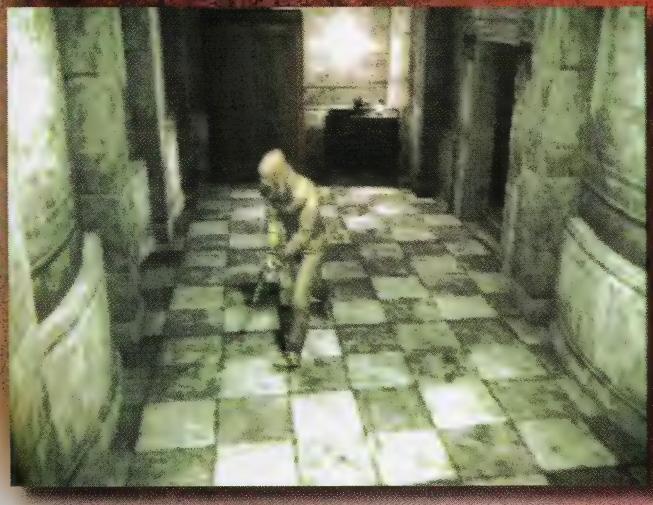
NEW VILLAIN: Riccardo

Packing a gun hardly seems sporting, but in many ways Riccardo is less of a threat than Daniella was. He's a terrible shot, and he has to stop to fire, making it fairly easy to get ahead of him. When he does fire, his bullets tend to hit the nearest target, like the many empty vases in this area. This is bad news for Hewie, who is often closer than you are and ends up taking most of the bullets. Be very vigilant about healing your pup with ear rubs and jerky!

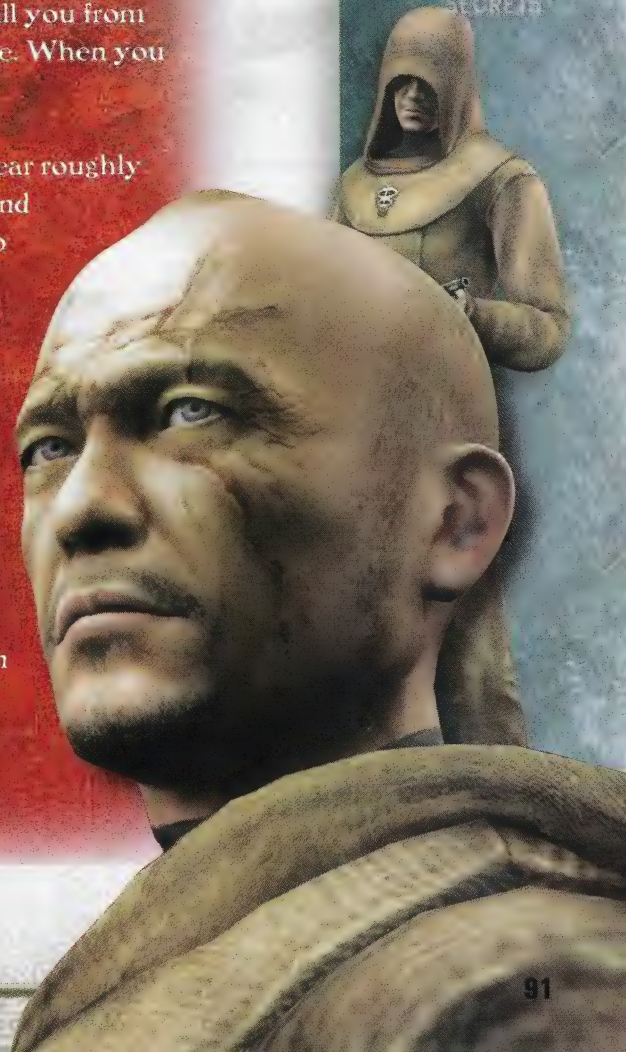


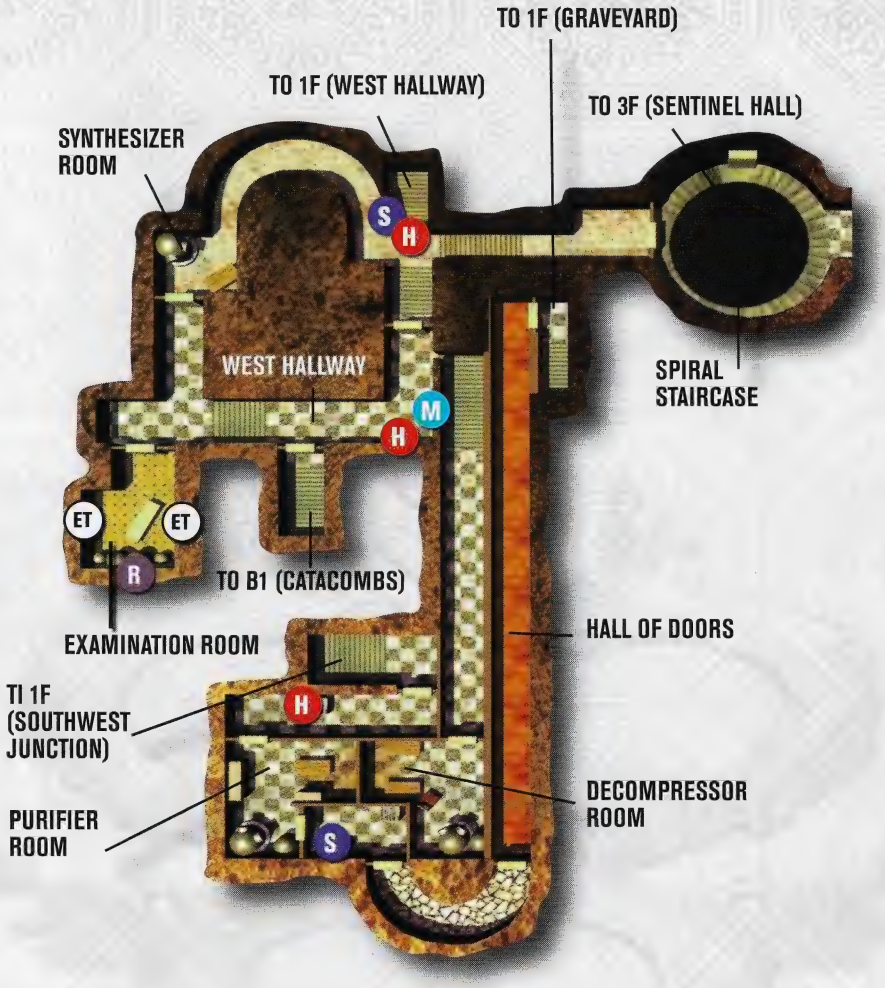
The two major dangers are that Riccardo can, on occasion, kill you with a single pointblank shot. For this reason, you should try to avoid running directly past him. The other problem is that when you fall down after panicking, he can kill you from across the room, usually turning any full panic into a death sentence. When you see the panic coming on, use Lavender or the like to stop it.

Riccardo is less persistent than Daniella was, and he will only appear roughly every five or six minutes. There are very few hiding places here, and there are no new enemy traps, so you'll often have no choice but to outrun him or hide the old-fashioned way, with the L1 button.



Riccardo tends to zip through rooms rather quickly, and he will often fall for even simple tricks, like hiding in the shadows behind an open door.





SOUTHWEST JUNCTION

The four unlocked doors in the SOUTHWEST JUNCTION link many important areas. Through the east door you can reach the CROSSED STAIRS and EXTRACTOR ROOM, the northwest door links back to the WEST HALLWAY and SYNTHESIZER ROOM, the southwest door connects to the MAIN HALLWAY, and the stairs ascend to the PURIFIER ROOM.

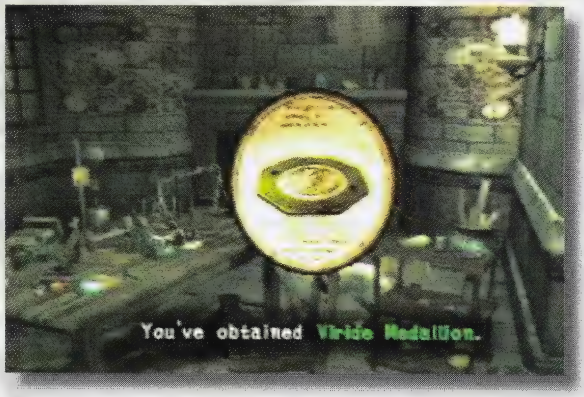
If Hewie is with you, enlist his help in clearing out the junction's central area, where two mutant babies will strike. Then head back through the EXTRACTOR ROOM to the COLLAPSED HALLWAY, and send Hewie through the DECOMPOSER ROOM fireplace. You'll meet up with him on the other side of the PURIFIER ROOM door.

ITEM	LOCATION
ALBUM MEDALLION	VASE

PURIFIER ROOM

ITEM	LOCATION
MEDALLION	HEWIE SEARCH
VIRIDE MEDALLION	TABLE
CAMOMILE	SIDE TABLE

While Hewie waits in the adjoining fireplace, run back to the SOUTHWEST JUNCTION and up the stairs to the PURIFIER ROOM. Call Hewie with the "Come!" command, and he'll nudge that bar off the door. Now that you've reunited, put him to work searching for a MEDALLION right outside of the previously barred door. After you've pocketed a VIRIDE MEDALLION, step through the other door to the left of the Purifier and into a small hallway with a grandfather clock and some sparkling CAMOMILE.



HALL OF DOORS

ITEM	LOCATION
MEDALLION	VASE
VIRIDE MEDALLION	HEWIE SEARCH

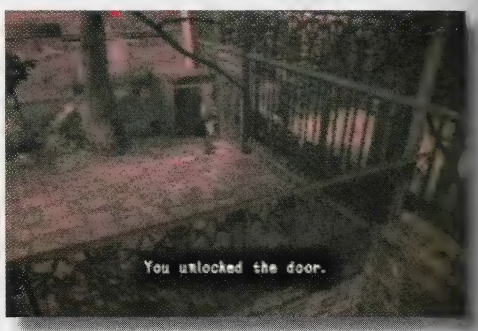
After passing over the MAIN ENTRANCE via a thin catwalk, you'll end up at the HALL OF DOORS. If Riccardo is on your tail, this is a good place to lose him. Just open the door, crouch behind it, and sneak away while he opens each and every door in pursuit of you. If Riccardo isn't on your tail yet, expect an ambush in the hallway. You then have two choices: Backtrack to a safer area and lose him there, or run forward, opening each door and dodging those mutant baby things until you can reach the sofa at the end and hide beneath it. (If he's too close to hide, open the GRAVEYARD door and lose him in the CATACOMBS.)

When you're free of Riccardo, you can lift a vanilla MEDALLION from one of the vases and have Hewie dig up a VIRIDE MEDALLION from the compartment with the seated homunculus.

GRAVEYARD AREA

The door at the end of the hall connects to the third and final section of the Graveyard. Fiona can grab an ALBUM MEDALLION here, but you'll need Hewie's help to secure the sparkly behind the graves. Send him after it, and he'll return with the PRIMA MATERIA. This is the item you've been waiting for – the piece of matter that can be extracted, purified, synthesized and transmuted into the mighty Godstone.

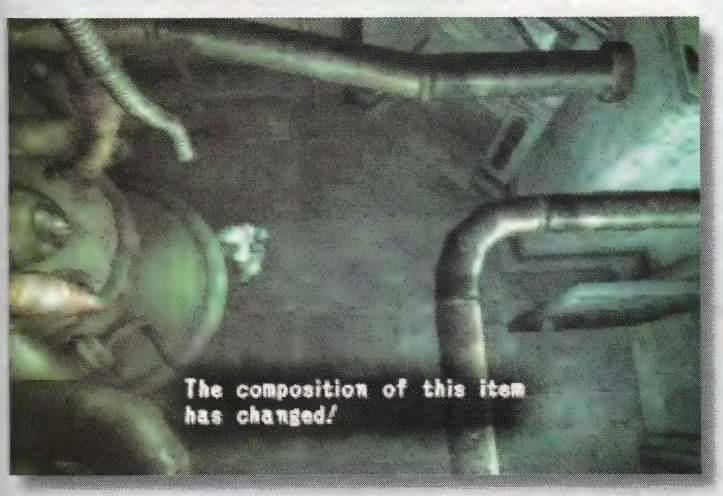
While you're here, unlock the gate door to the first part of the GRAVEYARD. The enemy trap here doesn't work against Riccardo, but opening the door does create another route to the CATACOMBS. It's a long trip, but you can now go from the HALL OF DOORS area to the WEST HALLWAY, via the CATACOMBS, making a loop that shakes off Riccardo every time.



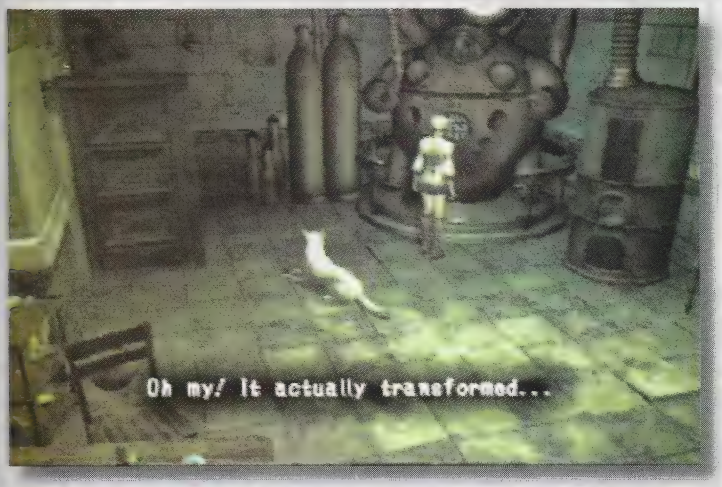
ITEM	LOCATION
ALBUM MEDALLION	FLOOR
PRIMA MATERIA	BY GRAVE

FORGING THE GODSTONE

There are five machines in total, but you only need to use three of them to create the Godstone.



1. Our first stop is the Extractor, found in the room where Riccardo first attacked you. Backtrack through the HALL OF DOORS and PURIFIER ROOM, down the stairs, and through the east door of the SOUTHWEST JUNCTION. Use your Prima Materia at the Extractor, and it will output SULFURIC ORE.

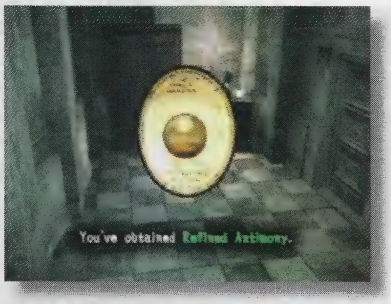


2. Step number two is the Purifier. ... Weren't we just there a few seconds ago? Back through the SOUTHWEST JUNCTION, up the stairs, use the Sulfuric Ore at the Purifier, and now we have SILVER ORE.

3. Next step is the Synthesizer, the first machine you encountered. The quickest route is to take the northwest door in the SOUTHWEST JUNCTION, and run the length of the WEST HALLWAY to the SYNTHESIZER ROOM. Here we will craft the WHITE GODSTONE.

Amazingly, you're done. There is one more step required to make a Red Godstone, but that is optional. It's easy enough to do, however, and you will be rewarded for your effort later. But either color of Godstone will open the door to the Chaos Forest.

MAIN ENTRANCE



Return to the SOUTHWEST JUNCTION and head through the doorway opposite the stairs. After a U-shaped hallway, you'll end up in a small room with a cabinet hiding place and some REFINED ANTIMONY on a dresser, as well as the door to the MAIN ENTRANCE.

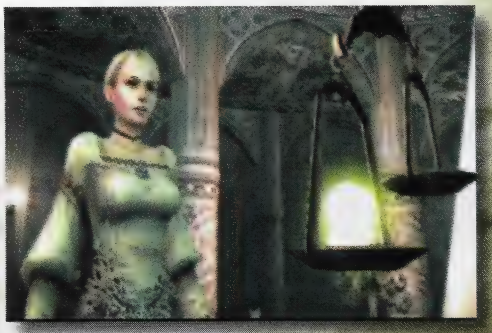
ITEM	LOCATION
REFINED ANTIMONY	DRESSER

In this area you'll find a grandfather clock beside the mansion's double doors, and a smaller door across the way that leads to the SPLIT HALLWAY. The double doors are shut tight, but you already have what you need to open it. Set your Godstone (either color will do) on the statue's scales, and she'll do the rest. If you're planning to make a Red Godstone, go ahead and use the white one now, then simply take your Godstone back from the statue afterward. The front door will remain open.

You can now continue to the CHAOS FOREST, or take a quick visit to the TRANSMUTER ROOM, where you can continue to develop your Godstone. If you use the White Godstone to open the main door first, you'll be guaranteed safe passage – Riccardo will no longer be able to appear.

SIDE EVENT: A Handful of Ash

If you set the Prima Materia or either Ore on the scales, you'll see a cut scene in which the scales fail to balance, and your item is replaced with something new: a HANDFUL OF ASH. All is not lost, however. If you take your ash to the Decomposer (in the room where you sent Hewie into the fireplace), you can transform it into PRIMA MATERIA once again.



SPLIT HALLWAY / TRANSMUTER ROOM

If for no other reason, you should come this way just to mercilessly kick a homunculus as he licks up vomit with his tongue. When you tire of that, pick up a MEDALLION and unlock the door to the other end of the COLLAPSED HALLWAY. Then make a U-turn down the other side of the SPLIT HALLWAY, and have Hewie start searching at the point where the bloodstains end. He should dig up some REFINED ANTIMONY.

ITEM	LOCATION
MEDALLION	CHAIR
REFINED ANTIMONY	HEWIE SEARCH
CHICKEN JERKY	FLOOR

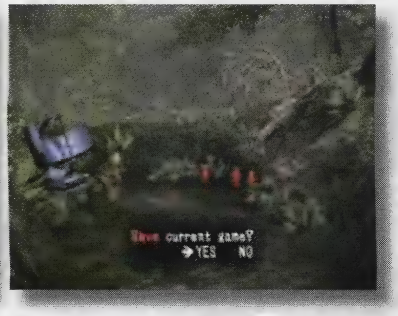
The final door leads to the Transmuter Room, where you can turn your White Godstone into a RED GODSTONE. Congratulations! According to the Transmuter's instruction manual, you are now a "true sage." You'll receive something for your effort in Act IV, but the only immediate reward is a pair of mutant clone babies who break out of their incubators to attack you. Enjoy!

CHAOS FOREST GATE

ITEM		LOCATION
	FOREST MAP	GATE
	CHICKEN JERKY	VASE
	MEDALLION	VASE

When you descend the steps and head to the left, you'll find the gates to the CHAOS FOREST, with the FOREST MAP taped right to it. The map reveals little, but it's still valuable for showing your general bearing. Your goal should be to find your way to each of the areas on the map that are not obscured by forest, since that's where all the items and triggered events can be found. The three patches of forest that link these areas change randomly each time you play, but none of the random patches contain any items.

As soon as you pass through the gates, you'll be separated from Hewie in an event scene. We'll find him in a minute, but first head west, which leads to a vase-filled dead end. Most of the vases are empty, but you'll discover a MEDALLION and some CHICKEN JERKY if you kick them all. At the end of the path you'll find a sundial, and if you examine it twice, you'll be able to save your game the second time.



TOWER OVERLOOK

ITEM		LOCATION
	REFINED ANTIMONY	VASE

Now head south, where the road will eventually fork. No matter what random forest pattern the game generated, you can always reach the TOWER OVERLOOK by hugging the side of the path to Fiona's right as you proceed forward (meaning you always turn to the right when given the option, but never to the left). This should lead you west, and then north, and end at the visible area at the northern tip of the map. Here you'll find a lovely view and a vase with some REFINED ANTIMONY.

HEWIE'S CLEARING

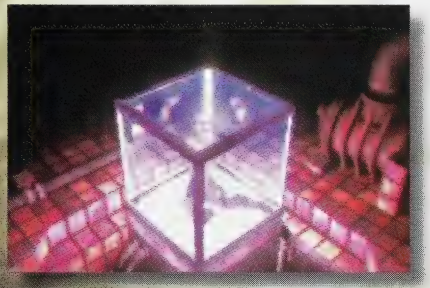
If you return to the fork and now hug the side of the path to Fiona's left, you'll end up in the visible area at the east side of the map. Follow the whining to a small clearing where Hewie lies wounded. There's a vase with a MEDALLION nearby, too. Depending on which direction you come from, you'll either see it on the way or right past the clearing.

ITEM	LOCATION
MEDALLION	VASE

After Fiona bandages Hewie's leg, Riccardo will appear and a new pursuit will begin. Losing him entirely is difficult in the forest, but there are several places where you can hide. Each of the randomly generated areas of the forest has a T at one end and a dead end opposite the T. Those dead ends always have a rosebush you can hide in, but you may not be able to get far enough ahead of Riccardo to use them. A better solution might be to flee back to the Mansion and hide in the cabinet near the MAIN ENTRANCE. Or, you could run to the SOUTHERN TIP, where the encounter will end automatically.

SIDE EVENT: Abandoned By Hewie

So what's the point of going to HEWIE'S CLEARING at all? Well, the game keeps track of all the times you abused Hewie, typically by kicking him. Now, everyone kicks him by accident now and then, and that's okay. But if you've intentionally kicked him an excessive number of times, so often that he has attacked you back, then Hewie is probably holding a grudge. Healing him here is your one opportunity to make good for all the trauma you've ever caused him. Almost 99 percent of players won't need to do this, but those who viciously abused Hewie will be watching the game's bad ending at the end of this area if they don't show Hewie some TLC right now.



SOUTHERN TIP

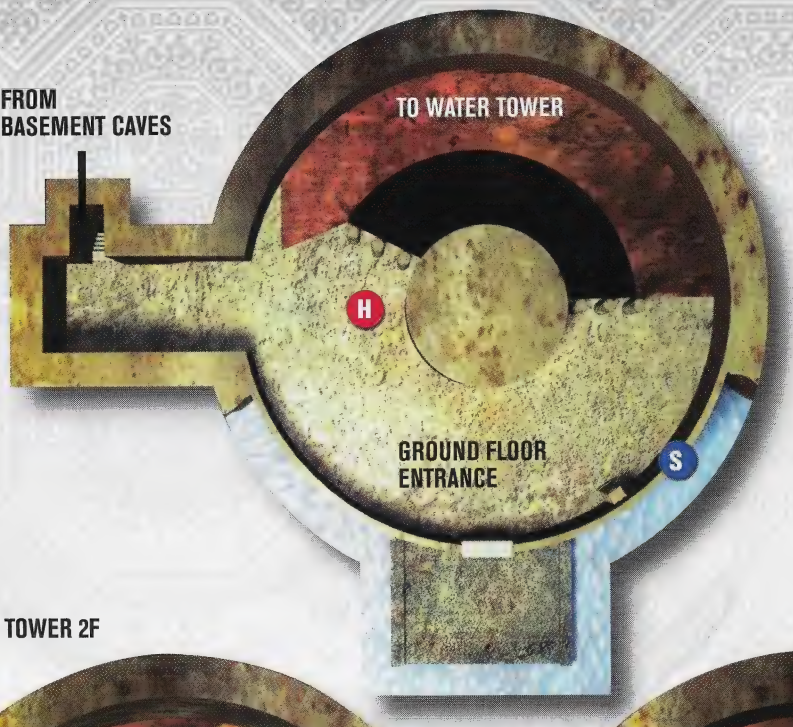
There are two remaining fixed spots on the map. Check the map often to navigate, since the camera angles get really confusing toward the south end of the forest, and you may lose your bearings. The SOUTHERN TIP is the spot at the, uh, southern tip, and the one to the north of it is an intersection noteworthy only for a single bud of CAMOMILE, sparkling on the ground. When you pass under a stone arch, you're at the end of the forest, and there's no going back.

ITEM	LOCATION
CAMOMILE	GROUND

ACT:IV WATER TOWER

ICON KEY:

- S — Save spot
- H — Hewie Search spot
- H — Hiding Spot
- ET — Enemy Trap
- A — Alchemy Room Hole
- R — Recovery Spot
- M — Covered Mirror



TO WATER TOWER 2F

WATER TOWER 3F

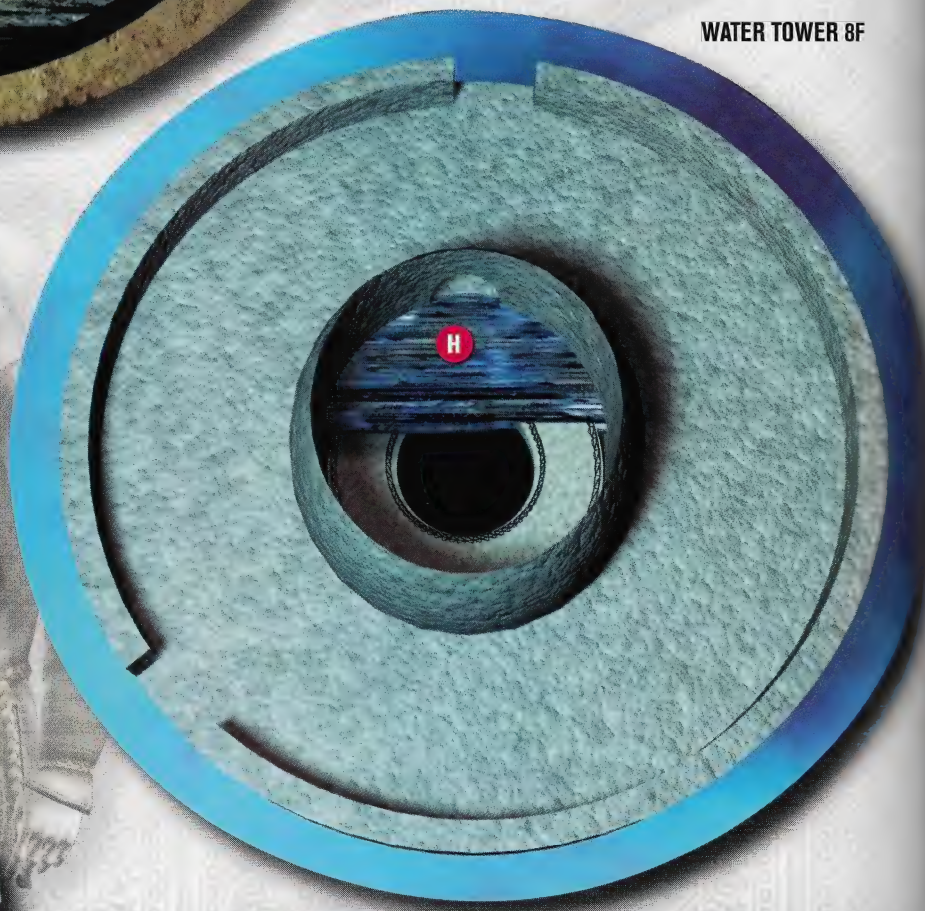
TO WATER TOWER 4F

WATER TOWER 5F

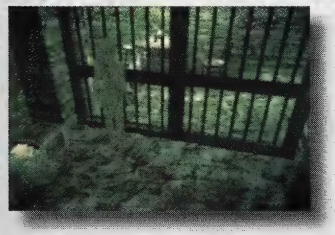
WATER TOWER 6F

PLANETARIUM (WATER TOWER 7F)

WATER TOWER 8F



WATER TOWER CELL

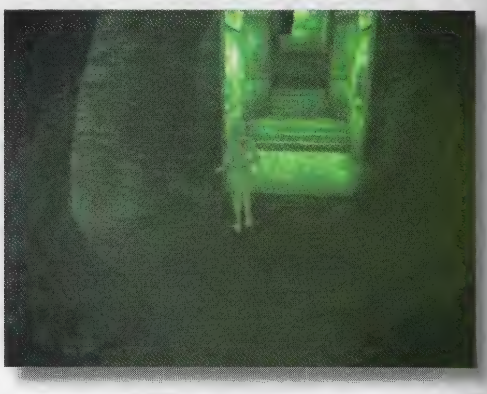


Busting out of your cell is easy with Hewie's help. Just point toward the keys on the nearby table and give him the all-purpose "Go!" command. In your rush for freedom, don't forget to pick up the TOWER SKETCH and FOLDED MEMO, the latest message from Lorenzo that will mostly just confuse you. In case you were wondering, "magisterium" is "the authority of the church in the Roman Catholic tradition to teach religious doctrine." So if you stumble across one of those, grab it. If you're looking for more concrete rewards, bring Hewie into the cell with you and have him dig up a VIRIDE MEDALLION.

ITEM	LOCATION
TOWER SKETCH	CELL
VIRIDE MEDALLION	HOWIE SEARCH
BRONZE FIGURE	WALL
BEEF JERKY	FLOOR
PHILOSOPHER'S EARRINGS	MACHINE

There are more items to find in the area outside your cell, including a BRONZE FIGURE set into the wall and some BEEF JERKY on the floor. The coolest item here, however, is only for those who went to the trouble of forging the Red Godstone. Drop your stone into the Sublimatum Container, and it will spit out a pair of PHILOSOPHER'S EARRINGS – one of the few pieces of equipment you can score the first time through the game. As long as you have these earrings equipped, it will take more damage to panic you, and you'll recover more quickly from panic states.

BASEMENT CAVES



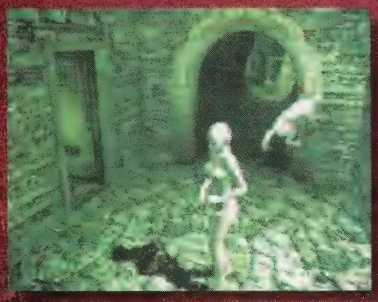
The good news is, Riccardo seems to have lost his gun somewhere along the way. As for the bad news. ... Well, you'll see for yourself when he pops up at the door to the BASEMENT CAVES. If you run down the right fork in the caves, you'll come to a pile of barrels you can hide behind (the tower's only hiding spot), but he'll likely be so close on your tail you won't be able to use them. Instead, dash through the tunnels and head up the steps on the other side, then hang a left at the clock and front door to find the Water Tower stairs. Riccardo can't follow you up, and he'll be gone when you come back down. He will strike again in a few minutes, but you can always lose him by running up those stairs again.

ITEM	LOCATION
ALBUM MEDALLION	PIPE
SILVER DISC	WALL
WOODEN MINIATURE	PIPE

Most of the items in the caves are in pipe-like objects that must be kicked open. Everything good is in the right fork: You'll find an ALBUM MEDALLION in the first pipe, a SILVER DISC set on the wooden wall between them, and a WOODEN MINIATURE in the second pipe.

NEW VILLAIN: Riccardo 2.0

Apparently while he was dressing you in that nasty medical gown, Riccardo took the opportunity to smear Fiona's eyes with some gunk that renders him nearly invisible. Hewie, however, can both see and smell him, and he is your most reliable way of determining his location. You should be ordering Hewie to attack frequently, especially when he first appears and you don't know if he's in front of you or behind you.



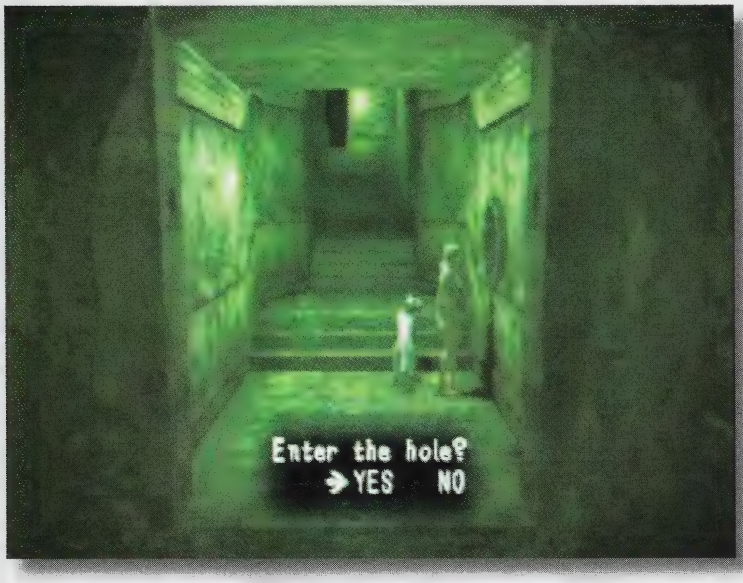
Another way to spot him is with Magnesia, which is especially effective on the sloped parts of the Water Tower. These slide down and explode when they hit him, turning him briefly visible again.

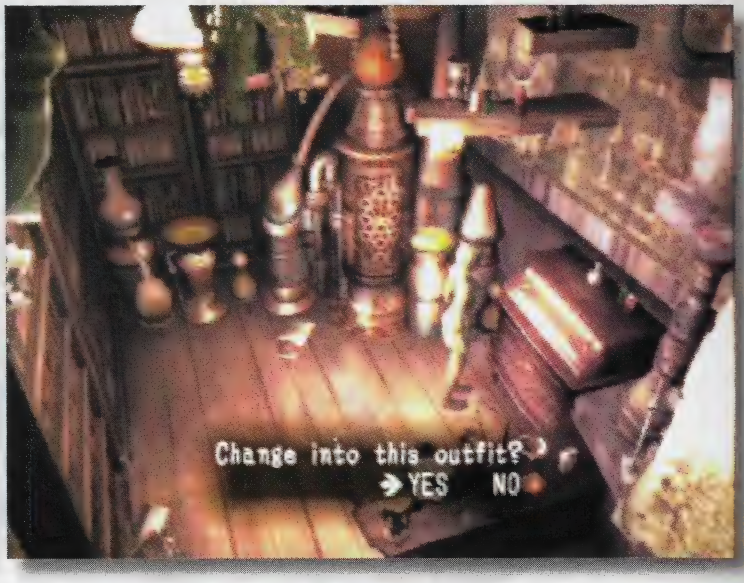
The No. 1 feature working in your favor is that Riccardo is incredibly easy to lose in this area. When you're on the ground floor, you can lose him at the Water Tower stairs. When you're on the stairs, you can lose him by running back to the ground floor, to the break between the third and fourth floors, or up to the seventh floor. He attacks at timed intervals while you're in the lower floor, but you probably won't spend enough time there for him to attack more than once or twice. On the stairs, his attacks only occur at certain points, and you can usually just backtrack a floor or two to lose him completely.

GROUND FLOOR ENTRANCE

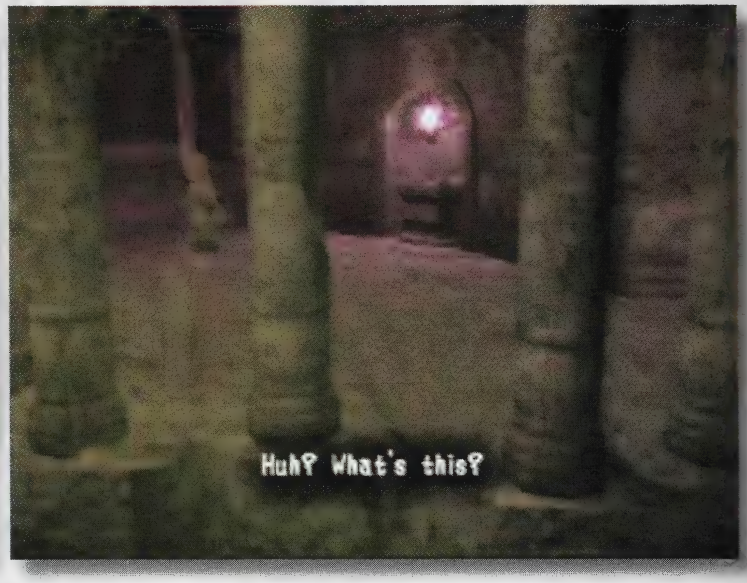
When the caves turn into tiled floor again, you'll see the entrance to an Alchemy Room to your right. In addition to cooking up new items, you can change back into your old clothes at the dresser here. Feel free to continue with the medical gown if you like. It doesn't matter to the storyline, and they both afford the same amount of physical protection (which is none).

ITEM	LOCATION
LAVENDER	OUTDOORS
MEDALLION	HEWIE SEARCH





Up the stairs you'll find a sink where you can recover your stamina, a grandfather clock where you can save the game, and the front door. Open it up, and you can pick up a bit of LAVENDER outside. If you have Hewie search behind the columns, in the area opposite the sink, he'll dig up a MEDALLION as well.



WATER TOWER 2F & 3F

Climb up on the gear-like object in the second floor and have Hewie search to the left of the central support to discover a MEDALLION. As you attempt to head up the path from here, Riccardo will strike from ahead of you. Sic Hewie on him to slow him down while you flee back to the ground floor. Refresh yourself at the sink as his music dies, then head back up to find him gone... for the moment.

ITEM	LOCATION
MEDALLION	HEWIE SEARCH
REFINED ANTIMONY	GROUND

On the third floor you'll see a vase that contains only a Luminessant. If you accidentally break the vase, just let it hit you now and give the panic a second to subside. Better to have it hit you now than when Riccardo is around. Speaking of Riccardo, he'll appear after you climb the ramp past the vase and flip the lever that turns the gear. You can't run backward now that you've turned the gear, so you'll need to run up this time. Grab the sparkling REFINED ANTIMONY on your way up, and you'll lose him as soon as you cross over to the fourth floor.

WATER TOWER 4F, 5F & 6F

As you approach the bridge to the center gear on the fourth floor, Riccardo will do something to scare the living crap out of you. After that, an attack is imminent. Run back down to the third floor to stop the music and send him packing. It's as easy as that!

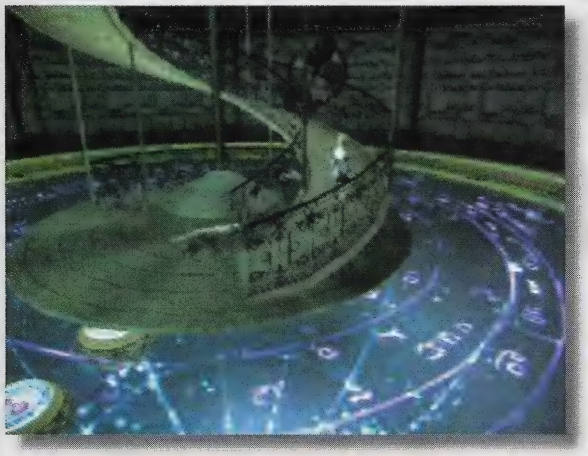
ITEM	LOCATION
CAMOMILE	VASE
MEDALLION	GROUND

On your second trip up, enter the central gear on the fifth floor (there is no gear on the fourth), and go straight across to the other end. Here you'll find a vase containing CAMOMILE. and an upward path to a lever. Pull the lever to rotate the gear on the sixth floor, creating a path to proceed. The lever also generates a whole gaggle of Luminessants, so either run right through them before they "activate," or draw their attention, lure them away and try to get around them. If Riccardo appears before the Luminessants, don't take any chances – dash back to the third floor, yet again.

On the other side of the Luminessant swarm, scoop up a MEDALLION. Riccardo often attacks on this final stretch, and just this once, run forward and try to reach the seventh floor Planetarium, where he can no longer follow.

PLANETARIUM (7F)

The Belli family seems to be a little behind on the curve about recent astronomical discoveries. Fortunately, comprehending their idea of a geocentric solar system is not necessary to solve this puzzle. All you have to do is stand on the lit planet – the one farthest from the center – face the planet that lights up next, and use the "Go!" command to order Hewie onto it. Then give him the "Stay!" command R3, and go stand on the third planet. From there, order Hewie onto #4, and so on. As long as one of you is standing on a planet at all times, the planets will keep advancing toward the center. When Hewie finally steps onto Earth, a corkscrew like stairway will descend.



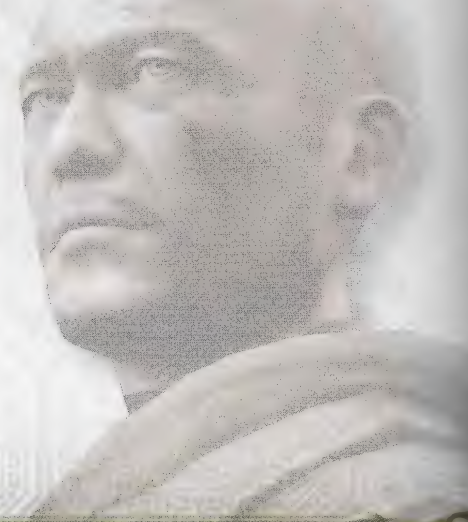
WATER TOWER TOP (8F)

ITEM	LOCATION
RUBRUM MEDALLION	HEWIE SEARCH

At the very top of the staircase, before you open the door, send Hewie on a search and he'll come up with a RUBRUM MEDALLION. Then step outside, where you'll find a diorama of the tower and the neighboring House of Truth building. But something's missing, and it won't take a genius to figure out which of the three special items you found in the basement will complete it. Select your Wooden Miniature, slap it down between the two buildings, and the path out of the Water Tower will become apparent. Not that Riccardo will let you reach it without a fight...

FINAL BATTLE: RICCARDO

If for no other reason, you need to kill Riccardo for trying to score with a pick-up line as bad as "let me into your womb." To send him splatting onto a stone bridge from eight stories up, do the following:



1. Kick away the rubble at the lips of the tower, exposing a few dangerous looking gaps.

2. Order Hewie into one of the holes at the base of the tower, which allow him to crawl to one of the holes higher up. The hole directly to the right of the door will put him in the best position.

3. Circle the tower until you see where Hewie ended up. If a gap is directly across from him, and you've cleared the rubble, you're in business. Lure Riccardo over, then give Hewie the attack command when Riccardo is between Hewie's hole and the gap. Hewie's attack will send Riccardo tumbling over the edge.

You only need to pull this off once, but it will be a lot easier if you soften Riccardo up with several vicious dog bites and a kick or two. Every hit makes Riccardo a little slower and a bit easier to see, which vastly improves your *chances of setting up the killer blow.*

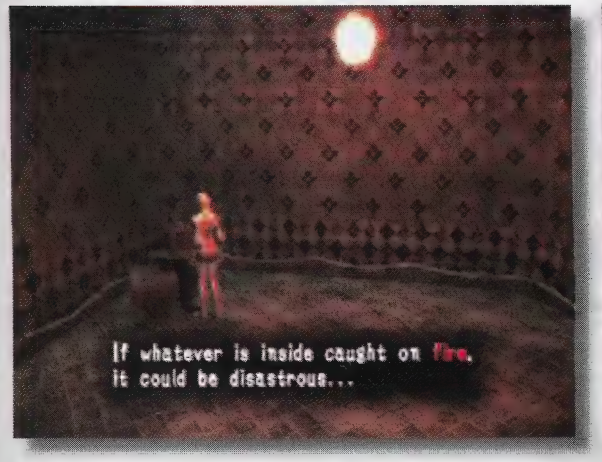
When Riccardo is dead, you can take a combat-free stroll down the tower and across the bridge.

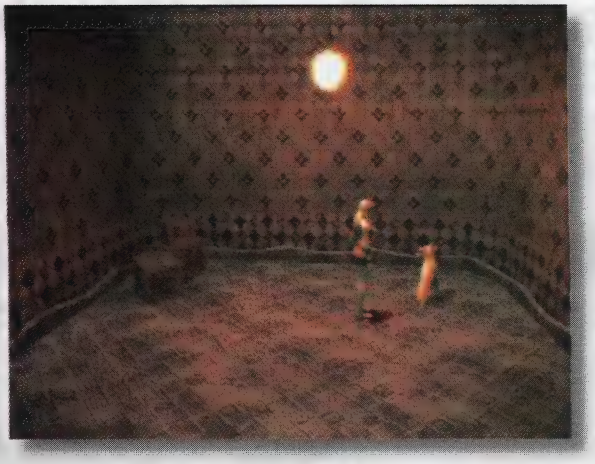
ACT:V HOUSE OF TRUTH

HOUSE OF TRUTH WEST FOYER

ITEM	LOCATION
CAMOMILE	COUCH
RUBRUM MEDALLION	HEWIE SEARCH

All is quiet when you first enter the House of Truth, giving you plenty of time to explore. First, head down the stairway to your left to an eclectically decorated lounge where you can save your game at a grandfather clock, enter an Alchemy Hole, or hide inside of a wildly overgrown house plant. You can also pick up a bit of CAMOMILE from the couch.





The lounge at the opposite side is much less cluttered. All you'll notice here is a box of dynamite, which is just the sort of thing that might be important later. Have Hewie search the empty area across from it, and he'll dig up a RUBRUM MEDALLION.

Back on the upper level, you'll find a stamina-refreshing sink and behind it, a pair of doors that lead to the same WEST HALLWAY.

WEST HALLWAY

ITEM	LOCATION
VIOLA MEDALLION	VASE
MEDALLION	HEWIE SEARCH
GOLDEN CANDLESTICK	WALL

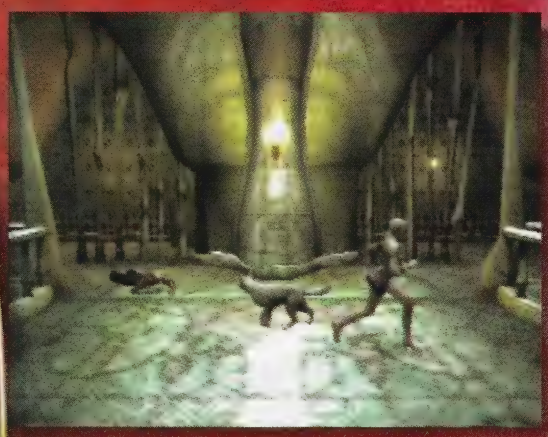
You'll see a pair of vases as you proceed down the hallway, with a VIOLA MEDALLION to the left and a Luminessant to the right. As usual, it's a good idea to let the Luminessant hit you if you accidentally free it just to eliminate it as a future threat.

The first doorway on your left leads to a spiral staircase. Before you descend, have Hewie search the top landing, where he'll dig up a MEDALLION. Then proceed downstairs and grab the GOLDEN CANDLESTICK from the hollow in the wall.

At this point, the only option left is to open the sun sigil-marked door at the end of the hall. Inside, you'll finally meet your creepy benefactor Lorenzo face to face. You can hide from Lorenzo, fight him, or run around in circles, but the only way to end this pursuit scene for good is to lead him to the dynamite Enemy Trap.

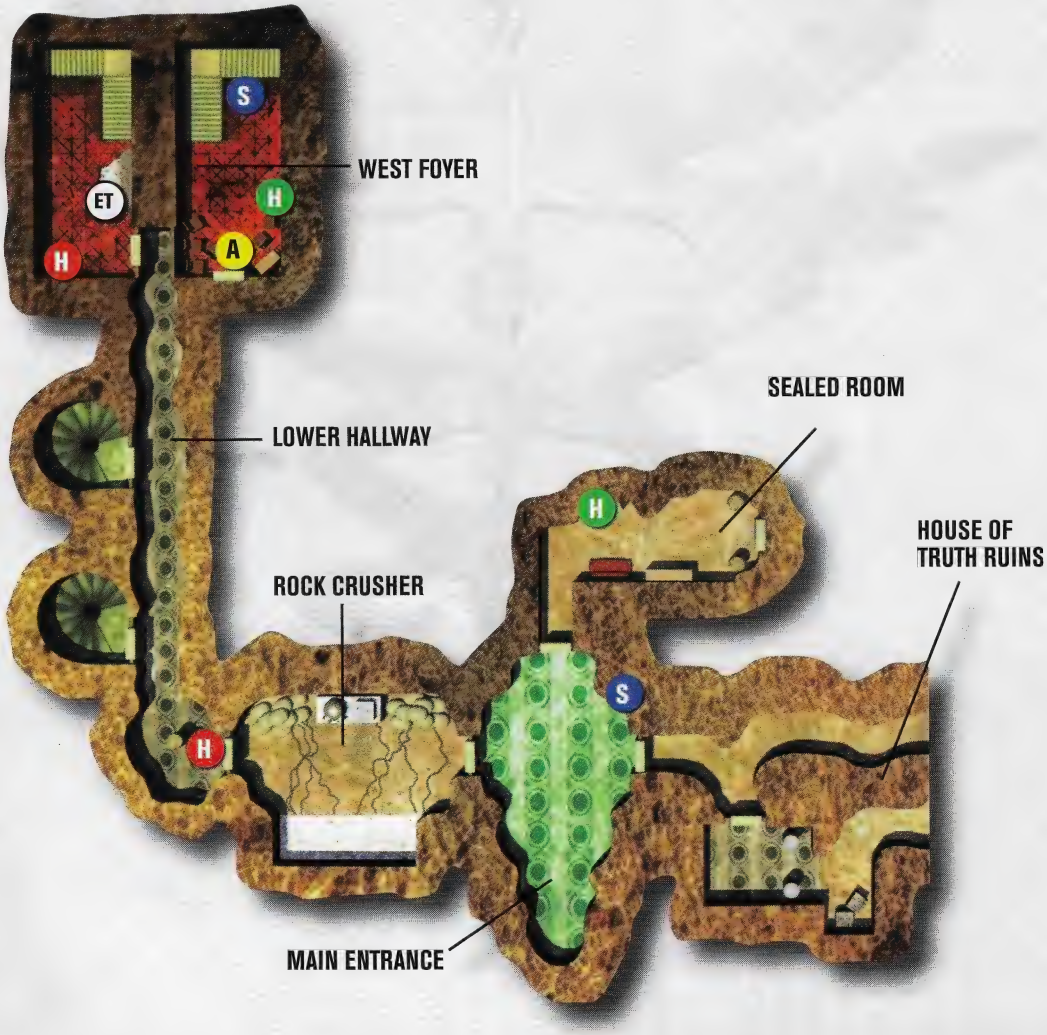
NEW VILLAIN: Lorenzo

Lorenzo may be crippled, but he's picked up a few tips from "The Grudge" and can scamper after you like an alligator on crack. Yet despite his otherworldly mobility, he's one of the easiest villains to fight. He can only attack directly in front of him, so as long as you're kicking him from the side while Hewie's chomping on him, there isn't much he can do. Fighting is fun, but the only way you can beat Lorenzo for good is leading him into a trap.



ENEMY TRAP: Candles and Dynamite

Lead Lorenzo down the hallway and toward the box of dynamite that was left in the Foyer's east lounge. If you have the Golden Candlestick in your possession, all you need to do is run by the flaming wall sconce, and Fiona will handle the rest. Not only will the blast leave Lorenzo pinned beneath rumble, but it will open a doorway to the LOWER HALLWAY as well.



LOWER HALLWAY / ROCK CRUSHER

The hole created by the dynamite leads to the long, thin hallway you could see through the window of the spiral staircase. Outside of the sparkling RUBRUM MEDALLION on the way, this hallway is empty until Lorenzo makes an encore appearance near the end. Run down the hall to the only door, and enter the ROCK CRUSHER, where you can obliterate the few functional limbs that old bastard has left.

ITEM	LOCATION
RUBRUM MEDALLION	GROUND
VIOLA MEDALLION	HEWIE SEARCH
SOL KEY	LORENZO

FINAL BATTLE: LORENZO

The Rock Crusher is out of service, but if you give the generator a few swift kicks, it will spring briefly back to life. No matter how slow the conveyer belt is moving, there is no escaping its pull. If you step on it while it's active, you'll emerge from the other end as a red smear.

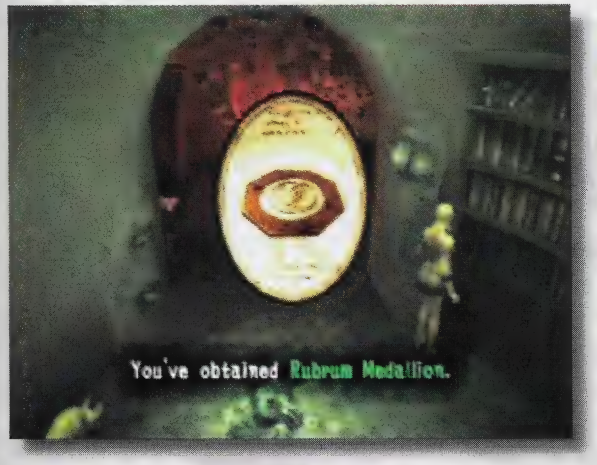
After a few seconds, the crusher will conk out again, and it will be safe to step onto it. It takes three kicks to restart the generator, so give it another two, then run onto the conveyer belt and try to lure Lorenzo onto it by moving back and forth. When he's on it and you're on the side closer to the crusher, order Hewie to attack. While the pair struggle, run to the generator and give it the final kick. Don't worry about Hewie: he'll have no trouble getting away in time. Lorenzo, as you might imagine, is a little less spry.

When the crusher has chewed Lorenzo up, it will spit out his SOL KEY. In addition to the door in front of you, this will also unlock LORENZO'S STUDY on the second floor, which locked behind him the first time he attacked. On your way there, have Hewie search near the column right outside the Rock Crusher's door, and he'll dig up a VIOLA MEDALLION.

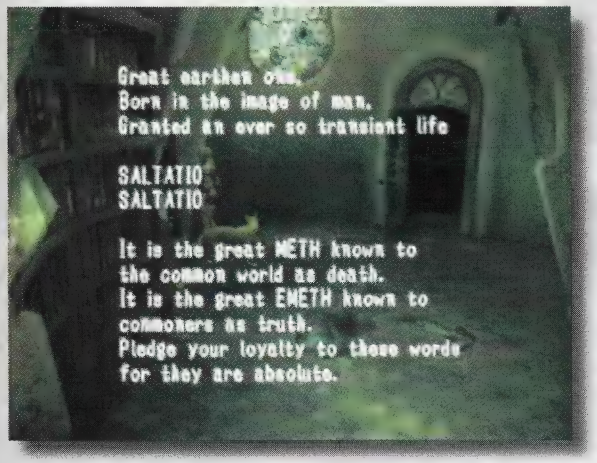
LORENZO'S STUDY

The room where you first met Lorenzo is well worth backtracking for. Here you'll find the MYSTERY SKETCH that serves as a map of this area, a RUBRUM MEDALLION tucked between the books in a bookcase, and a VIRIDE MEDALLION buried near Lorenzo's writing table.

ITEM	LOCATION
RUBRUM MEDALLION	BOOKCASE
VIRIDE MEDALLION	HEWIE SEARCH
MYSTERY SKETCH	TABLE



If that's not enough for you, this room also serves as a veritable clearinghouse of game secrets. The bookcase closest to the door contains a tome about Golems (you'll have to search it repeatedly), which includes several secret commands. And one of the sketches pinned to the wall looks familiar ... Now you know the code to that box in the castle's Doll Room! Obviously, you can't use any of this information now, but it will all come in handy the second time around.


Great earthen one,
Born in the image of man,
Granted an ever so transient life
SALTATIO
SALTATIO
It is the great METH known to
the common world as death.
It is the great EMETH known to
commoners as truth.
Pledge your loyalty to these words
for they are absolute.

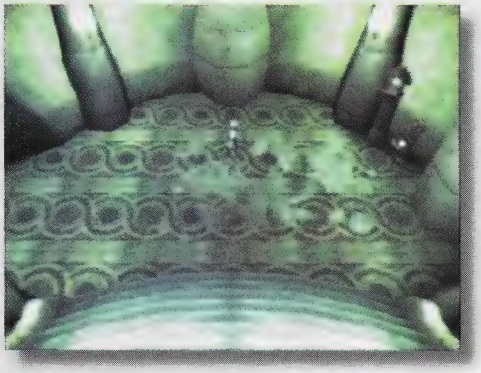
MAIN HALL

If you unlock the Sun-marked door in the ROCK CRUSHER, you'll end up in the House of Truth's MAIN HALL. This room is devoid of items, but there is a clock between the two wooden doors. The door to the east is locked, so it looks like you're heading north.

As soon as you do, the door slams behind you, shutting you off from Hewie. Try everything here, including opening the door on the far wall and hiding in the cabinet before you return to the front door. After the mysterious voice has taunted you several times, the door will open again (if it doesn't, keep exploring the room and coming back until it does).

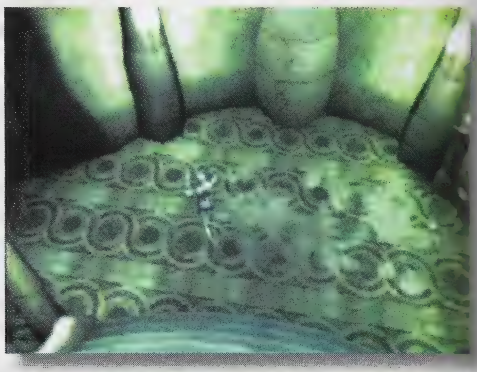
BASEMENT

And now you're somewhere else. Save at the clock and scoop up the LAVENDER from the chair, then try the door at the top of the stairs. Here your new enemy will reveal himself, and he is much tougher than the previous incarnation of Lorenzo. At least you'll have some help: Hewie will be waiting for you after you flee the room.



ITEM	LOCATION
LAVENDER	CHAIR

Fighting is pointless, so instead run toward the open door to your left, and lead Lorenzo on a seemingly endless chase through a series of hallways. (The spiral hallway repeats three times, but if you keep going straight you'll get through it fine.) Don't worry about trying to slow down Lorenzo with Hewie attacks or Antimony, since he can always catch up by teleporting. Just run.



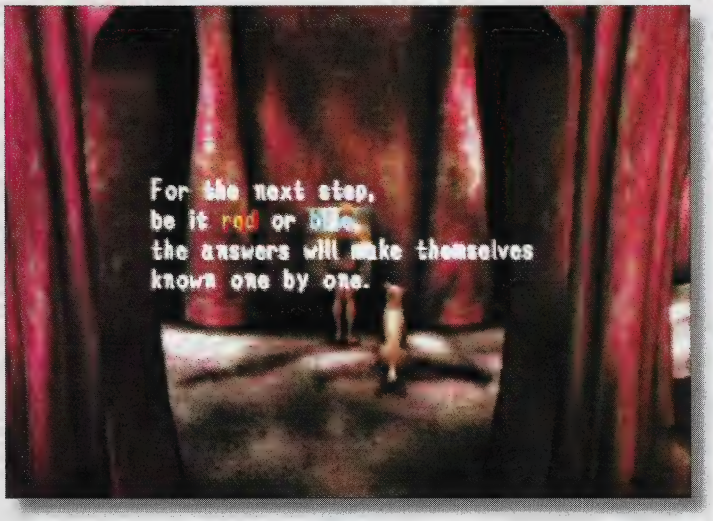
NEW VILLAIN: Young Lorenzo

Clearly, the vigor of youth trumps the guile of age, since this version of Lorenzo is far more dangerous than his elderly incarnation. Not only can he walk now, he can teleport. And in addition to throwing savage punches, young Lorenzo can toss magical explosives and cause minor earthquakes. Yikes!

There is only one strategy against Young Lorenzo, and that is to flee. Items won't slow him down, and if you so much as stand still to use one, you're giving him an opportunity to teleport on top of you. As for hiding, well, good luck finding a spot. There is one in the upcoming EAST HALLWAY that often works, but there are no out-of-the-way corners where you can lose him by crouching.

And now the good news: The interval between his pursuits is surprisingly long. After you escape his scripted attacks in the basement, he won't pop up for another six minute or so. It's possible to finish things so quickly that after you lose him in the HALL OF COLORS you can avoid his timed encounters entirely.

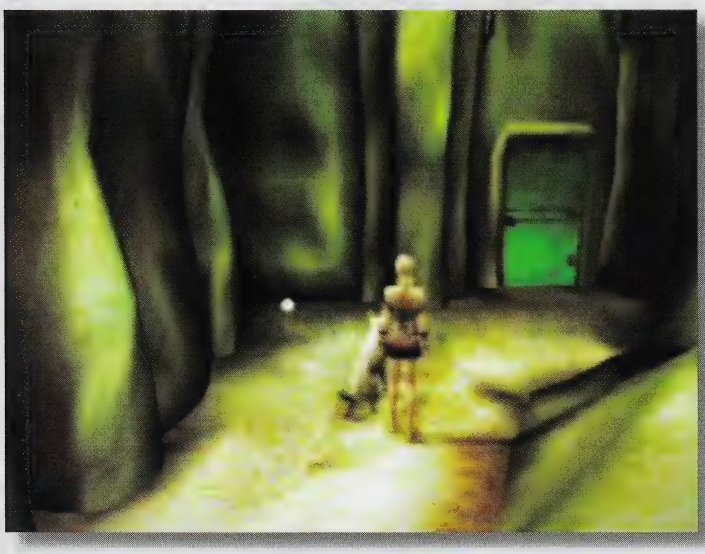
HALL OF COLORS



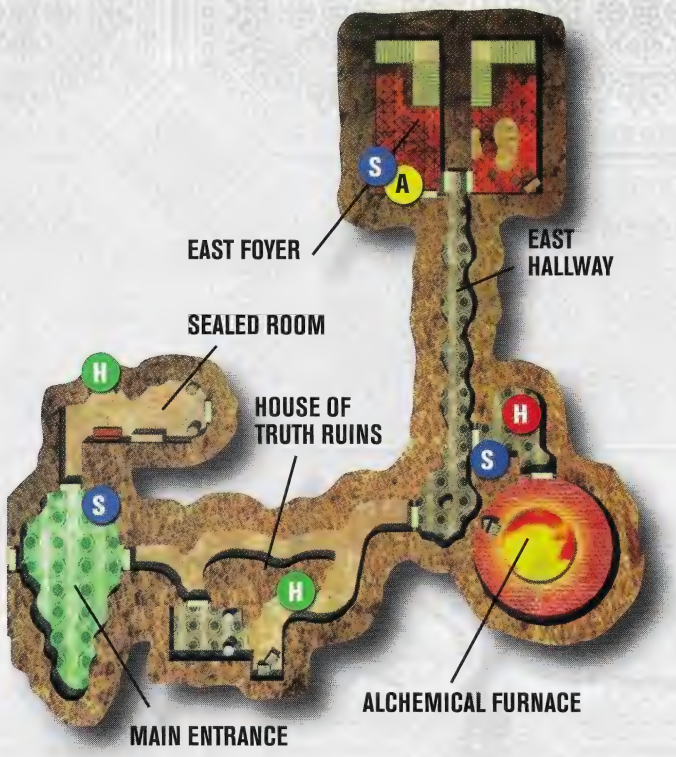
You'll finally lose Lorenzo at the White Room in the Hall of Colors. This area consists of a series of five color-tinted, Y-shaped rooms. Each room ends with two doors of different colors, and each colored door leads to the room of the same color. Placards set at the fork will give you hints about the correct route.

The point of this puzzle is to travel through each room once before you try to open the black door. If you miss any color before you open the door, you'll start over at the White Room. You can go either way on the first choice: Red or Blue. If you choose Red, do the rooms in Red-Yellow-Blue-Green-Black order. If you choose Blue, go Blue-Yellow-Green-Red-Black. Ignore Lorenzo's taunts: he tells you you're going the wrong way no matter which way you go. His fists are a little tougher to ignore, though... If you don't get through this area quickly, he'll teleport in and put some pressure on.

ITEM	LOCATION
CAMOMILE	GROUND
BEEF JERKY	GROUND



You'll find two items on the way: In the Red Room, there's CAMOMILE by the yellow door (left fork). In the Yellow Room, there's BEEF JERKY by the green door (right fork).

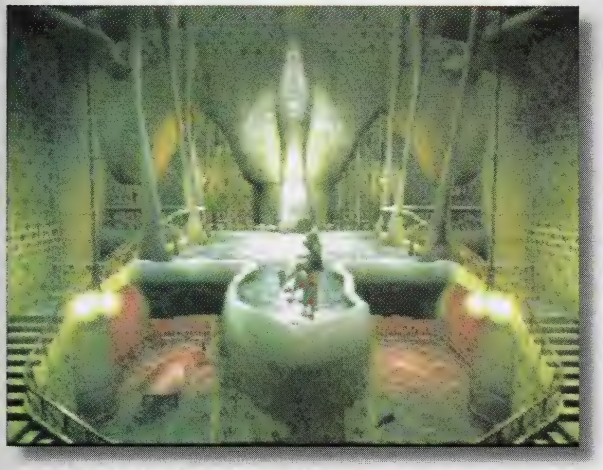


HOUSE OF TRUTH EAST FOYER

You'll emerge from the Hall of Colors in an area that's almost a mirror image of the foyer where you began this act. You begin in the east lounge, near a grandfather clock and a hole to an Alchemy Room. This is the last one, so if you've been holding on to a bagful of Medallions, what are you waiting for?

ITEM	LOCATION
REFINED ANTIMONY	VASE
REFINED MAGNESIA	GROUND
PRIMA MAGNESIA	HEWIE SEARCH

Head up the stairs, and then turn toward the camera, as if you were going to take the bridge across the lake. Instead you'll find a vase with a piece of REFINED ANTIMONY. Move toward the sink, where you'll see a sparkling piece



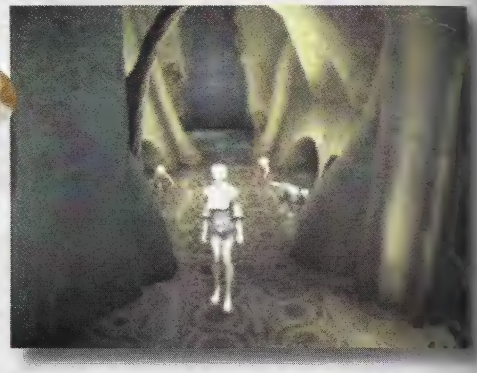
of REFINED MAGNESIA in the cage to the right, and a Hewie search spot with a chunk of PRIMA MAGNESIA in the cage to the left.

You'll find the door to the area's main hall through the lounge to the west. Be forewarned that you're back on the clock as far as timed encounters are concerned, so don't dawdle too much. There are very few places to hide in this chunk of the second floor, and you can't go back the way you came.

EAST HALLWAY 2F

As you proceed down the hallway, prepare to be ambushed by a pair of mutant clone babies. Make sure Hewie's on your heels and ready to strike when needed.

ITEM	LOCATION
MAGIST MEDALLION	HEWIE SEARCH



Turn left into the alcove that is the first open door you pass. Here you'll find another save spot, as well as a rare opportunity to dig up a MAGIST MEDALLION. The exact spot is in the darkness opposite the clock. Hang a right past the clock, and you'll end up in the ALCHEMICAL FURNACE.

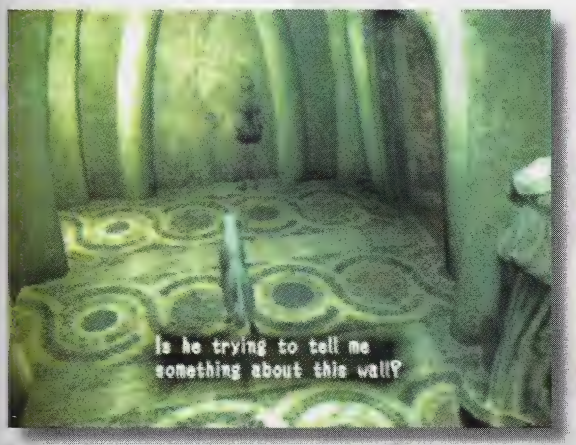
Examine the altar-like placard, and if Hewie doesn't automatically begin sniffing the small piece of branch, order him toward the placard. Once he has the scent, head down the remainder of the hallway and through the door to the HOUSE OF TRUTH RUINS.

HOUSE OF TRUTH RUINS

ITEM	LOCATION
ANTIMONY TUBE	CRATE
CANE OF CADUCEUS	WALL

Hang a left at the fork here, and you'll reach a point in the cave where a mutant clone baby runs out of a gap near the floor. Once he's out of the picture, note that you can use this gap as a hiding place when Lorenzo strikes next.

At the end of that passage you'll find an ANTIMONY TUBE on a crate. Hang a right into a tiled area with a few statues, and you'll notice Hewie excitedly barking at a blank wall. Examine it, and Fiona will pull free the CANE OF CADUCEUS. Run that back to the ALCHEMICAL FURNACE, but make sure to save your game at the clock before you use it.



ALCHEMICAL FURNACE

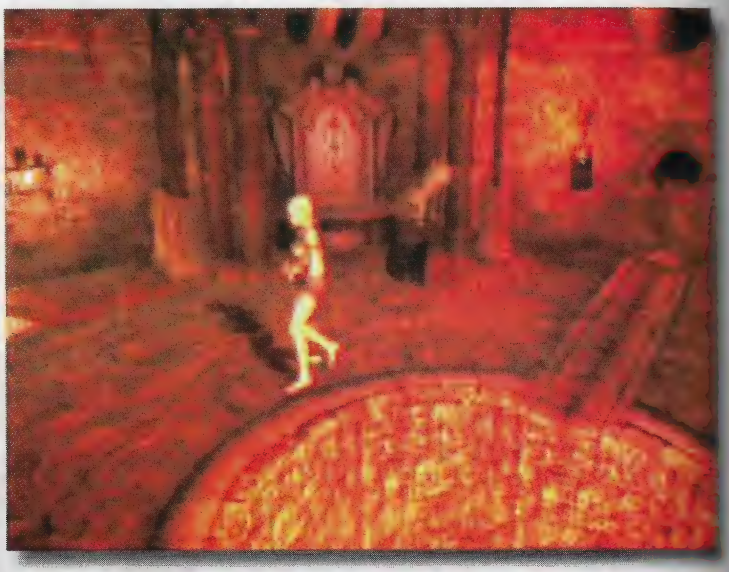
Use your cane at the altar, and the furnace machinery will spring to life. Now you can turn Lorenzo's strange machines on Lorenzo himself, and finish him for once and for all.

GAME SYSTEM
SURVIVAL
ALCHEMY
CHARACTERS
WALKTHROUGH
ACT I
ACT II
ACT III
ACT IV
ACT V
APPENDICES
ITEMS
SEARCH SPOTS
SECRETS

FINAL BATTLE: YOUNG LORENZO

The industrial fans on either side of this room are a powerful weapon in your fight against Lorenzo, but by no means do you need to use them. This isn't like previous battles where some sort of clever strategy will kill your villain in one fell swoop. No, this is a battle of endurance, and you can use any combination of different strategies to reduce Lorenzo's stamina to zero.

• COMBAT ITEMS – Hey, it's now or never, so burn all your best resources in this fight. Prima Magnesia is especially powerful here. If you have those, set one down, position yourself so it's between him and you, and then run back and forth in relation to Lorenzo so he'll run over it when he tries to chase you. (If you stand still, he might just teleport over it.) These explosives do more damage than anything, but Refined Magnesia has some pop to it, too. Antimony Tubes are difficult to aim, but you might as well throw what you have while he's tussling with Hewie.



• HEWIE – For all his special moves, Lorenzo isn't much different than Daniella or Riccardo were, and the old trick of maneuvering your villain in front of Hewie so he can dive onto their back works fine. If you have Sylvestra Esca in your inventory, use it now to double the power of his attacks.

• THE FANS – When a fan is active, it will spin slowly and the white pad by it will rise slightly. If Lorenzo is between you and the fan, stand on the pad and hope he'll charge into its path and be caught by the gust. If he's right behind you, hit the pad to get the fan started, then run in front of it in hopes he'll follow and get caught in the blast. (Due to the delay between when you step on the pad and when it starts dealing damage, you can run past it safely.) Watch out that you don't get caught in the white gusts, and try to keep Hewie out of them as well.

In terms of protecting yourself, the number one strategy is to always keep moving. Whenever you stand still while Lorenzo is nearby, you're giving him an opportunity to teleport over you. When you have to pass him, try to keep as much distance as possible, using Hewie as a distraction if necessary. When you see the blue sparks of his melee punch, backstep if necessary, but don't try to rush him or kick him. He always gives better than he gets. Use healing items early and often, since they're of no use after this fight.

FLEEING THE SCENE

You may have seared the flesh right off Lorenzo's bones, but he's got one more trick up his sleeve, and the House of Truth is coming apart at its seams. Save your game after the fight, and prepare for a harrowing escape.

When you feel a tremor coming, hold L1 to crouch until it passes. If you don't, you'll be thrown, causing damage and making you lose time. Time is very important here, because what remains of Lorenzo is on your tail, and his touch causes instant death.

There's only one way to go, but the door at the end of the hall is stuck. Give Hewie the "Go!" command to send him flying through it. When the road forks, stay to the left, as if you were running to the hiding place. Turn into the tiled area, where a tremor will send one of the statues crashing down on you. Rotate the analog stick while you hammer on the buttons, as you would if an enemy grabbed you or you were trying to get up from a fall. This is the hardest part, because it ties you up while Lorenzo closes the distance, and an inconveniently timed tremor will throw you backward afterward.

You're almost home! After the statue, run forward and turn to the small passage to the right. A few more feet will take you to the Main Hall, where you can depart the Belli estates for good.

Items

HERBS:

Herbs are the game's basic recovery items, and can only be used on Fiona. These can be found scattered throughout the grounds of Castle Belli.

CAMOMILE

TYPE OF HERB. Completely restores lost stamina.

LAVENDER

TYPE OF HERB. Slowly reduces panic.

MEDALLIONS:

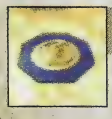
These items can only be used in the Alchemy Room to create other items. See the Alchemy section in the Game Systems section for details.

MEDALLION

MEDAL USED DURING THE ALCHEMIC REFINING PROCESS. Your basic, run-of-the-mill alchemic component.

ALBUM MEDALLION

MEDAL USED DURING THE ALCHEMIC REFINING PROCESS. A high-quality alchemic component. Completely restores lost stamina.



VIOLA MEDALLION

MEDAL USED DURING THE ALCHEMIC REFINING PROCESS. Used to create dog-based items.

RUBRUM MEDALLION

MEDAL USED DURING THE ALCHEMIC REFINING PROCESS. Used to create attack items.

VIRIDE MEDALLION

MEDAL USED DURING THE ALCHEMIC REFINING PROCESS. Used to create various equipment.

MAGIST MEDALLION

MEDAL USED DURING THE ALCHEMIC REFINING PROCESS. The purest, premium alchemic component around.

MEDICINES:

These items can only be created by using Medallions in the Alchemy Room. Most are helpful, but a few are harmful. Unless you've found a note explaining their uses, you'll have to try them once to see the description.

QUIES

ALCHEMIC CONCOCTION. Restores a small amount of stamina.

RECREATIO

ALCHEMIC CONCOCTION. Completely restores lost stamina.

FORTIS

ALCHEMIC CONCOCTION. Completely restores stamina and keeps you from losing stamina for a limited amount of time.

TORVA

ALCHEMIC CONCOCTION. For a short amount of time, you will recover from a state of panic at a faster rate than normal.

MUNDUS

ALCHEMIC CONCOCTION. Reduces panic by a small amount.

SEDETIO

ALCHEMIC CONCOCTION. Completely reduces panic.

CARBO

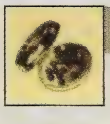
ALCHEMIC CONCOCTION. Reduces stamina by a small amount.

REMEDIUM

ALCHEMIC CONCOCTION. Stamina is slowly restored, but you will slowly panic as a result.

VELTIGO

ALCHEMIC CONCOCTION.. Temporarily stops the player from being able to hear sound coming from their general vicinity.



NIGRED

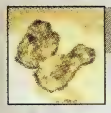
ALCHEMIC CONCOCTION. Completely reduces stamina, exhausting the player.

FOR HEWIE:

Hewie will eat these items if you set them in front of him. Jerky can be found throughout the castle, but Esca items can only be made by linking blue globes in the Alchemy Room.

CHICKEN JERKY

CHICKEN THAT HAS BEEN SLOWLY DEEP-SMOKED OVER TIME.
Restores a small amount of a dog's stamina.



BEEF JERKY

BEEF THAT HAS BEEN SLOWLY SMOKED OVER TIME.
Completely restores a dog's lost stamina and makes them happy.

ONION

Lowers dog's stamina.

ESCA

ALCHEMIC CONCOCTION.
Restores a small amount of a dog's stamina.

MAGNA ESCA

ALCHEMIC CONCOCTION.
Completely restores a dog's lost stamina and makes them happy.

SYLVESTA ESCA

ALCHEMIC CONCOCTION.
Makes a dog angry and raises their attack power.

BENNENAM ESCA

ALCHEMIC CONCOCTION.
Completely reduces stamina, exhausting the dog.

ATTACK ITEMS:

You can both find these items and manufacture them by linking red globes in the Alchemy Room. To use them in combat, you'll need to equip them in your Item screen.

MAGNESIA

CREATED BY POLISHING EXTRACTED MAGNESIUM ORE.
This item is used by setting it on the ground. If an enemy runs over the magnesia it will explode and do damage to them.

REFINED MAGNESIA

CREATED FROM REFINING THE PUREST OF MAGNESIA.
It's used by setting it on the ground. If an enemy runs over the Refined Magnesia it will explode and do major damage to them.

PRIMA MAGNESIA

This item is used by setting it on the ground. If an enemy runs over the Prima Magnesia it will explode and do catastrophic damage to them.

ANTIMONY POWDER

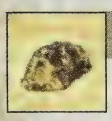
A HARDENED CLUMP OF ANTIMONY POWDER.
Throw it, and it explodes on impact. Its attack power is weak, but it can stun enemies for a short period of time.

REFINED ANTIMONY

A HARDENED CLUMP OF ANTIMONY POWDER.
Used to throw at enemies. Explodes on impact, electrifying the enemy. More potent than standard Antimony Powder.

ANTIMONY TUBE

ION-CHARGED REFINED ANTIMONY POWDER.
Throw this item at appropriate targets, and the powder within will explode on contact, releasing a powerful electrical maelstrom.



WEEPING STONE

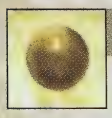
Emits a loud noise, distracting some enemies.

MISCELLANEOUS ITEMS:

These items can be found in the castle, and since they have no real purpose, are not considered Special Items.

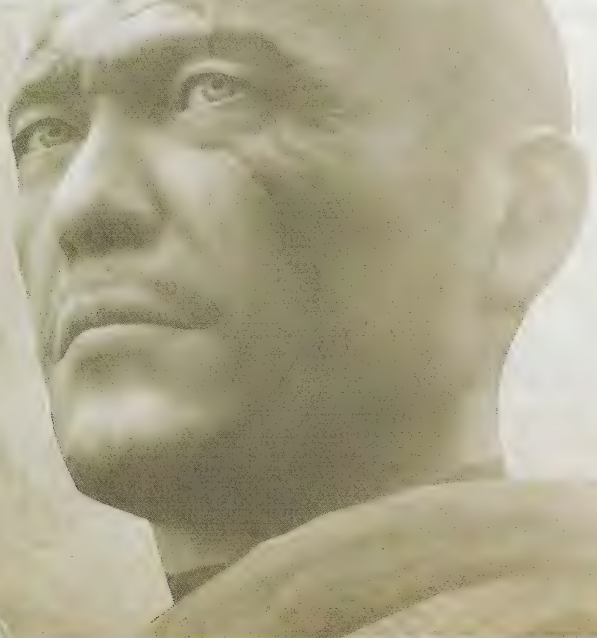
BISQUE DOLL

DEBILITAS' FAVORITE PLAY-THING.
It is coated with caked on dirt and gives off quite the pungent odor.



BALL

This handy ball can be used for playing simple games with canine companions.



EQUIPMENT - CHOKERS:

You can earn equipment such as chokers by solving difficult puzzles or making complicated chains in the Alchemy Room. Chokers are the game's primary defensive items. Only one can be worn at a time.

OBSIDIAN CHOKER

CHOKER COMPOSED OF LONG SLICES OF DURABLE OBSIDIAN.
Reduces the strength of Azoth "odor" emitted from Fiona. Player can more easily escape being detected by Luminessants.

JADE CHOKER

A CHOKER COLORED JADE-GREEN LIKE A TROPICAL OCEAN.
Reduces the speed at which stamina is lost and increases recovery speed. Also, increases chance to avoid enemy power attacks.

RUBY CHOKER

FANCY RUBY-RED CHOKER IN THE SHAPE OF A HEART.
Reduces speed at which stamina is lost and increases recovery speed. Also increases chance to avoid enemy power attacks.

DIAMOND CHOKER

A CHOKER DECORATED WITH NUMEROUS FINE-CUT DIAMONDS.
Greatly reduces speed at which stamina is lost and doubles stamina recovery speed. Player impervious to all power attacks.

EQUIPMENT - EARRINGS:

You can earn equipment such as earrings by solving difficult puzzles or making complicated chains in the Alchemy Room. Earrings typically increase your ability to recover from panic or physical damage. Only one pair can be worn at a time.

INQUISITOR EARRINGS

PURE SILVER EARRINGS DESIGNED AFTER UROBOROS.
Slightly increases the speed at which you calm down when in a panic.

ALCHEMIST EARRINGS

PLATINUM EARRINGS IN THE SHAPE OF AN ANKH.
Recover from a state of panic much faster than usual. Additionally, you panic to a lesser degree when hit.

FAIRY EARRINGS

SOLID-GOLD EARRINGS IN THE SHAPE OF A CRESCENT MOON.
Fiona becomes invisible whenever she is not moving making it hard for the enemy to find her.

PHILOSOPHER'S EARRINGS

EARRINGS MADE BY PROCESSING AN EXTREMELY RARE SUBSTANCE KNOWN AS "PHILOSOPHER'S STONE."
The speed at which you calm from a state of panic increases, as does mental stability.

EQUIPMENT - BOOTS:

You can earn equipment such as boots by solving difficult puzzles or making complicated chains in the Alchemy Room. Boots typically increase the power of Fiona's kicks, making her quite potent in combat. Only one pair can be worn at a time.

FEATHER BOOTS

BOOTS THAT ARE LIGHT AS A FEATHER AND EXTREMELY COMFORTABLE.
When equipped, the character's footsteps cannot be heard.

METAL BOOTS

STEEL-TOED BOOTS.
Kick attack becomes twice as powerful. Minor chance of hitting enemy with a power attack.

BURST SHOES

The tips of the shoes have been made with a highly combustible material that causes the shoes to explode outward toward a target upon impact.

SILVER BOOTS

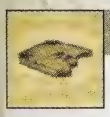
SILVER-PLATED BOOTS EMBROIDERED WITH A BEAUTIFUL DESIGN.
Increases kick attack power by 5 times. High percentage chance to hit enemy with a power attack.

SPECIAL ITEMS

Special items are key items that go in the "Special" folder of your inventory screen. Many of them must be used to solve puzzles or unlock doors. When used, they disappear from your inventory.

GARDEN KEY

FOUND: Castle Belli – Music Room
- **Your average, run-of-the-mill key. This key gives you entry to the inside of the castle through the garden.**
- **Used in the East Garden to unlock the door to the East Corridor.**



CRACKED PLATE-KEY

FOUND: Castle Belli – East Corridor
- **A metallic plate that has been broken in half. The letters RE are carved into the plate.**
- **This item cannot be used, but when examined provides half the password of the Restroom Plate-key.**

CRACKED PLATE-KEY

FOUND: Castle Belli – Dining Room

- A metallic plate that has been broken in half. The letters ST are carved into the plate.
- This item cannot be used, but when examined provides half the password of the Restroom Plate-key.

CASTLE SKETCH

FOUND: Castle Belli – Storage Area

- A hand-drawn map labeled "Castle Belli."
- Updates your map screen with the Castle Belli map.

BROKEN MARIONETTE

FOUND: Castle Belli – Front Yard

- Its strings have been cut in various places, rendering the puppet unusable.
- Unlocks the Marionette Room when hung on the hook on the door.

FRESH FLOWERS

FOUND: Castle Belli – West Garden

- These flowers look as if they have literally just been picked out of the ground. They are giving off a sweet, nectar like smell.
- Place these in the vase by the door of the Gallery to lure the moths away from the Laundry Room door.

STUDY KEY

FOUND: Castle Belli – Laundry Room Basement

- A small key used to unlock desk drawers.
- The key to the desk drawer in the second floor Study.

LUNAR REFRACTOR

FOUND: Castle Belli – Study

- A well-polished mirror that brilliantly reflects light that comes in contact with its surface.
- Set this into one of the Watchtower's lunar panels to complete the moonlight beam.

SATURNUS KEY

FOUND: Castle Belli – Chapel

- A lead-forged key with the "Saturn" symbol carved into it.
- Use this to unlock the Watchtower door that connects the castle to the mansion.

SMUDGED KEY

FOUND: Castle Belli – Caretaker's Shack

- A key given to you from Debilitas. It could use a good cleaning.
- Your reward for sparing Debilitas. Use this to unlock the first stall in the castle restroom.

CASTLE GATE KEY

FOUND: Castle Belli – Hidden Room (replay only)

- A large brass key. I wonder what door this key fits?
- Unlocks the castle's front gate. Only found after beating the game once.

MANSION SKETCH

FOUND: Old Mansion – Red Hallway

- A hand-drawn map labeled "Old Mansion."
- Updates your map screen with the Old Mansion map.

FILM REEL

FOUND: Old Mansion – Dragon Terrace

- A wound roll of film that has already been exposed. I wonder what it's about?
- Use this in the Projection Room to see the solution to the valve puzzle.

JUPITER KEY

FOUND: Old Mansion – Study

- A tin-forged key with the Jupiter symbol carved into it.
- Unlocks the doors of Truth and Deception in the Old Mansion Doll Menagerie.

HEBEL'S PERFUME

FOUND: Old Mansion – Storage Area

- A perfume made with the extracted essence of the Hebel flower. it hardly has a discernable odor.
- If you let Hewie sniff this, he'll lead you to the true Mandragora plant.

VENUS KEY

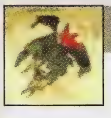
FOUND: Old Mansion – Torture Room

- A copper-forged key with the Venus symbol carved into it.
- Unlocks the doors to the Nursery in the Dragon Terrace.

BLUE MANDRAGORA

FOUND: Old Mansion – Nursery

- Otherwise known as Floranimalia, blue flowers bloom from this synthetic plant. Its screams and its poisons are known for slowly driving a victim insane.
- No purpose. Will panic you when given to the hand in the mausoleum.



RED MANDRAGORA

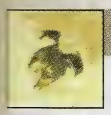
FOUND: Old Mansion – Nursery

- Otherwise known as Floranimalia, red flowers bloom from this synthetic plant. Its screams and its poisons are known for slowly driving a victim insane.
- No purpose. Will panic you when given to the hand in the mausoleum.

PURPLE MANDRAGORA

FOUND: Old Mansion – Nursery

- Otherwise known as Floranimalia, purple flowers bloom from this synthetic plant. Its screams and its poisons are known for slowly driving a victim insane.
- No purpose. Will panic you when given to the hand in the mausoleum.



WHITE MANDRAGORA

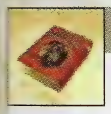
FOUND: Old Mansion – Nursery

- Otherwise known as Floranimalia, red flowers bloom from this synthetic plant. Its screams and its poisons are known for slowly driving a victim insane.
- Opens passage to Catacombs when given to the hand in the mausoleum.

YELLOW MANDRAGORA

FOUND: Old Mansion – Nursery

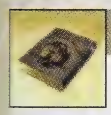
- Otherwise known as Floranimalia, yellow flowers bloom from this synthetic plant. Its screams and its poisons are known for slowly driving a victim insane.
- No purpose. Will panic you when given to the hand in the mausoleum.



"CATHEDRAL SECRETS"

FOUND: Old Mansion – Library

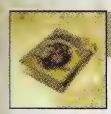
- A book written by Furkanelli. It describes some of the archaic alchemistic symbols that line the walls of the Notre Dame Cathedral.
- Causes the Furkanelli bookcase to slide into place.



"WISEMAN'S CRAFTS"

FOUND: Old Mansion – Library

- A book full of allegorical hieroglyphs and accompanying explanations. Written by the great Nicholai Framel.
- Causes the Framel bookcase to slide into place.



"OCCULT PHILOSOPHY"

FOUND:Old Mansion – Library

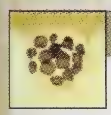
•An enigmatic book written by Agrippa that discusses the secret techniques of Alchemy.

•Causes the Agrippa bookcase to slide into place.

MARS KEY

FOUND: Old Mansion – Hall of Globes

- A steel-forged key with the Mars symbol carved into it.
- Unlocks the door at the bottom of the Spiral Staircase.



PRIMA MATERIA

FOUND: Old Mansion – Graveyard

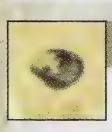
- An indescribable material that looks like it could be both a solid and a liquid.
- Feed this into the Extractor to transform it into Sulfuric Ore.

SULFURIC ORE

FOUND: Old Mansion – Extractor Room
- Sulfuric Ore created via a process involving the refining of Prima Materia.
- Feed this into the Purifier to transform it into Silver Ore.

SILVER ORE

FOUND: Old Mansion – Purifier Room
- Ore produced by refining Sulfuric Ore.
- Feed this into the Synthesizer to transform it into the White Godstone.



WHITE GODSTONE

FOUND: Old Mansion – Synthesizer Room
- A smooth, milky-white material created by refining Silver Ore.
- Use this at the statue to open the Main Entrance door, or further refine it into a Red Godstone.

RED GODSTONE

FOUND: Old Mansion – Transmuter Room
- A crimson stone forged through a process that refines white godstones to their purest form.
- Use this at the statue to open the Main Entrance door. Can also be used at Water Tower Sublimatum Container.

HANDFUL OF ASH

FOUND: Old Mansion – Main Entrance
- The end result of a failed refining attempt.
- Created when you use a non-godstone item to open the Main Entrance door.

FOREST MAP

FOUND: Chaos Forest Gate
- A hand-drawn map labeled "Chaos Forest."
- Updates your map screen with the Chaos Forest map.

TOWER SKETCH

FOUND: Water Tower Cell
- A hand-drawn map labeled "Water Tower."
- Updates your map screen with the Water Tower map.

BRONZE FIGURINE

FOUND: Water Tower Cell Area
- A small bronze statue of a man. I have no clue as to where it should be used...
- A red herring item with no actual use.

SILVER DISC

FOUND: Water Tower – Basement Caves
- Something resembling a star chart has been etched into the face of the board. I have no clue as to where it should be used...
- A red herring item with no actual use.

WOODEN MINIATURE

FOUND: Water Tower – Basement Caves
- A small model in the shape of a bridge. I have no clue as to where it should be used...
- Completes the diorama at the top of the Water Tower.

GOLDEN CANDLESTICK

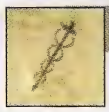
FOUND: House of Truth – Internal Hallway
- An ornate candlestick made of solid gold. It is currently unlit.
- When lit with a wall sconce, Fiona can use this to set off the dynamite in the Foyer's east lounge.

SOL KEY

FOUND: House of Truth – Rock Crusher
- A solid gold key with a marking on it that apparently means "sun".
- Unlocks sun sigil-marked doors on both levels of the House of Truth.

MYSTERY SKETCH

FOUND: House of Truth – Lorenzo's Study
- A hand-drawn sketch labeled "House of Truth."
- Updates your map screen with the House of Truth map.



CANE OF CADUCEUS

FOUND: House of Truth – Ruins
- An old cane modeled after two intertwining snakes. Its wooden handle has started to corrode and has fallen into disrepair.
- Activates the machinery.

GAME SYSTEM
SURVIVAL
ALCHEMY
CHARACTERS
WALKTHROUGH
ACT I
ACT II
ACT III
ACT IV
ACT V
APPENDICES
ITEMS
SEARCH SPOTS
SECRETS

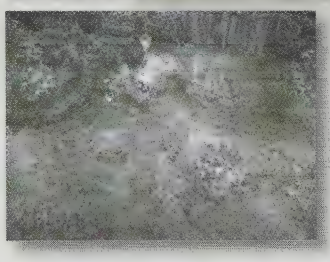
Hewie Search Spots

ACT I: CASTLE BELLI

GUEST SUITE: MEDALLION

In Fiona's room in the castle, have Hewie search the balcony area in the upper level, near the potted plant.

TRAINING AREA: MEDALLION



In the dog training area, near the rusted-shut wooden gate, Hewie will dig up a Medallion.

FRONT YARD (1): REFINED MAGNESIA

Return to the area of the Front Yard where you began the game, and send Hewie over the low fence to dig up a piece of Refined Magnesia.

STORAGE AREA: LAVENDER

Bring Hewie down to the Storage Area beneath the Kitchen and have him search near the base of the stairs, by the pile of old boxes.

FRONT YARD (2): ALBUM MEDALLION

At the opposite end of the Front Yard, past the kennel-like fenced area, Hewie will find the medallion in the far corner.

OUTSIDE MUSIC ROOM: REFINED MAGNESIA

Near the barrels, face the camera and order Hewie to search the area past the low brick wall.

BATHROOM: MEDALLION

Unlock the bathroom at the end of the East Corridor and have Hewie search by the third bathroom stall.

BACKYARD (1): RUBRUM MEDALLION

In the northwest corner of the Backyard, across from the door to the Watchtower, look towards the camera and order Hewie into the brush.

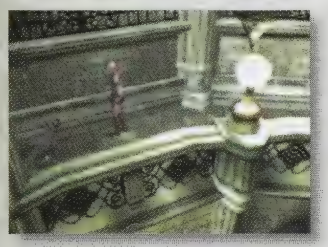
UPPER CORRIDOR: ALBUM MEDALLION

From the Guest Suite, go down the Upper Corridor all the way to the end, near where you found the Bisque Doll, and search in the corner to the right.

LOUNGE (TELEPHONE ROOM): ALBUM MEDALLION

To the left of the door that connects to the spiral stairway, Hewie can dig up a Medallion. The camera angle makes it hard to see, but Hewie will tell you where to look.

CENTRAL STAIRWAY: VIRIDE MEDALLION



Go up the central stairway and turn left on the second floor landing. Have Hewie search the dead end to turn up one of these rare medallions.

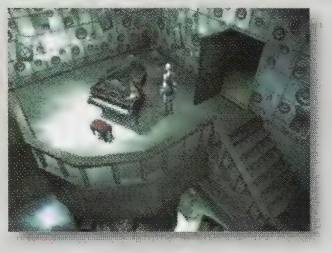
BACKYARD (2): RUBRUM MEDALLION

Follow the Backyard path to the end, past the bench. Have Hewie search at the corner, near the side of the Caretaker's Shack.

DOLL ROOM: REFINED ANTIMONY

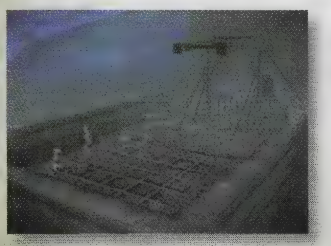
Hewie will dig up a useful globe of Refined Antimony just to the left of the caged doll by the entrance to this room.

MUSIC ROOM LOFT: REFINED MAGNESIA



Bring Hewie to this area through the Upper Corridor after unlocking the door, and have him search behind the piano.

WATCHTOWER BRIDGE: PRIMA MAGNESIA



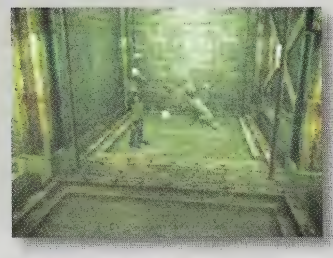
After unlocking the door, bring Hewie through the Watchtower and out to the bridge. Search the corners farthest from the bridge.

LAUNDRY ROOM: MEDALLION

Across from the basement ladder, have Hewie search by the two cabinets to discover another Medallion.

ACT II: OLD MANSION

IRON PLATFORM: ALBUM MEDALLION



The mansion's first search point is in the room with the mirror and the raised metal floor just after the entrance to the mansion. You'll find the item on the plate itself.

BATHROOM: REFINED MAGNESIA

Hewie can find a Refined Magnesia crystal in the bathroom off of the Storage Area, directly in front of the toilet.

RED HALLWAY (1): VIRIDE MEDALLION

In the red-lit hallway just past the Storage Area (near the Bathroom) Hewie can find a Viride Medallion on the ground light in front of the Carousel door.

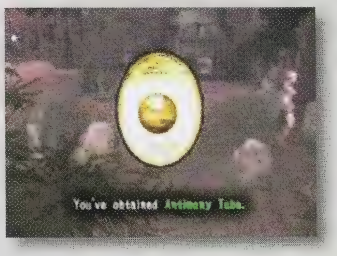
RED HALLWAY (2): MEDALLION

One end of the Red Hallway ends in a waiting room with a sofa and a grandfather clock. Have Hewie search the area between the sofa and the door to find a second item.

DRAGON TERRACE: RUBRUM MEDALLION

Near the pillar of fire/ice (but closer to the camera and the windowed wall) Hewie can dig up a Rubrum Medallion.

GRAVEYARD: ANTIMONY TUBE



Just as you enter the graveyard, turn to the left and order Hewie toward the tree that's between Fiona and the camera.

CATACOMBS: VIOLA MEDALLION

From the golem, take two right turns, then a left. That should leave you facing one of the fires. Turn to the right and have Hewie search that hallway.

GRAVEYARD (VIA CATACOMBS): REFINED MAGNESIA

Give the Catacombs golem the RRRR plate to open a passage to the small chunk of Graveyard that contains a stove. Have Hewie search near the staircase.

WATER TUNNEL: MEDALLION

The underwater tunnel that connects the Catacombs to the Library has a search spot at the library end, near the foot of the stairs.

WEST HALLWAY: RUBRUM MEDALLION

In the West Hallway, east of the Examination Room, have Hewie search at the corner near the covered mirror.

LIBRARY (2F): ANTIMONY TUBE

In the corner to the right of the raised door, behind one of the moving bookcases, Hewie will dig up an Antimony Tube.

LIBRARY (3F): RUBRUM MEDALLION

Past the clock, near the door to the Hall of Globes, have Hewie search at the dead end balcony overlook.

SYNTHESIZER ROOM HALLWAY: ANTIMONY POWDER

Proceed down the red-tinted hallway past the synthesizer. After you pass the grandfather clock and the tunnel turns, have Hewie search at the base of the support.

ACT III: OLD MANSION

COLLAPSING HALLWAY (1): MEDALLION

In the long vertical hallway after you use the Mars Key, you'll find a pedestal with a scale on it. Have Hewie search behind the scale.

EXTRACTOR ROOM: ALBUM MEDALLION

In the circular area with the Fiona clone in the green tank, search at the far side of the room (away from the camera, and to the right of the tank).

COLLAPSING HALLWAY (2): MEDALLION

In the same hallway, the pedestal after the scale holds a microscope. Have Hewie search behind this one as well.

PURIFIER ROOM: MEDALLION

In the featureless hallway outside the barred door, Hewie can sniff out another Medallion by the door.

COLLAPSING HALLWAY (3): MEDALLION

The third pedestal in the same part of the hallway holds a globe. Have Hewie search on the opposite side of it as the other two to reveal the third item.

HALL OF DOORS: VIRIDE MEDALLION

From the south entrance, travel through two doors and then have Hewie search in the compartment with the homunculus on the chair.

COLLAPSING HALLWAY (4): PRIMA MAGNESIA

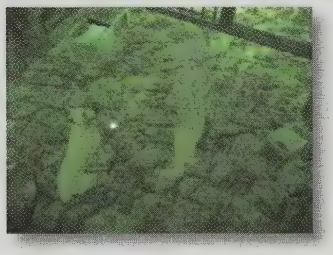
In the upper floor of the Collapsing Hallway, outside the Decomposer Room, have Hewie search in the rubble.

SPLIT HALLWAY: REFINED ANTIMONY

Make a U-turn past the homunculus and have Hewie search the shorter hall between the blood stain and the door to the Transmuter Room.

ACT IV: WATER TOWER

WATER TOWER CELL: VIRIDE MEDALLION



After he rescues you, have Hewie search in the cell where Fiona was imprisoned.

GROUND FLOOR ENTRANCE: MEDALLION

After passing through the caves, search in the area across from the sink, near the pillars.

WATER TOWER 2F: MEDALLION

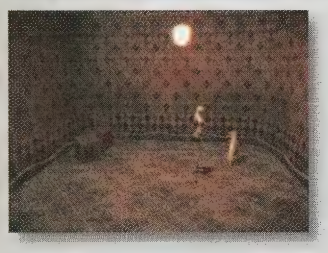
Have Hewie search in the center of the gear-like central structure to reveal the next item buried in the Water Tower.

WATER TOWER 8F: RUBRUM MEDALLION

Have Hewie search the landing at the very top of the staircase that descends after the Planetarium puzzle, and before you go outside to fight Riccardo.

ACT V: HOUSE OF TRUTH

HOUSE OF TRUTH WEST FOYER: RUBRUM MEDALLION



Head into the lounge to the east (Fiona's right as you enter), and have Hewie search the carpet across from the box of dynamite.

HOUSE OF TRUTH EAST FOYER: PRIMA MAGNESIA

In the small caged-off area to the east of the sink in the second Foyer, Hewie will dig up a Prima Magnesia behind the bars.

INTERNAL HALLWAY: MEDALLION

Have Hewie search the landing at the top of the spiral staircase that leads to the Golden Candlestick.

OUTSIDE ALCHEMICAL FURNACE: MAGIST MEDALLION

To get this rare item, have Hewie search the dark corner of this area, immediately opposite the grandfather clock.

LOWER HALLWAY: VIOLA MEDALLION

This item is buried behind the support column (on the side obscured by the camera) near the entrance to the Rock Crusher.

LORENZO'S CHAMBER: VIRIDE MEDALLION

After gaining the Sol Key, return to the top floor to unlock Lorenzo's room. Search in front of the dresser.

SECRETS

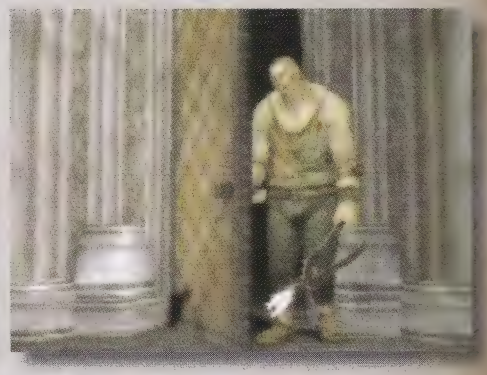
ALTERNATE ENDINGS

There are four different endings you can earn in Haunting Ground:

Nearly all players will see one of these two endings the first time they play through the game. Players who spare the life of Debilitas by dropping the chandelier on him will get to see Ending A, which is considered the best normal ending. Either ending will unlock most of the secrets, but there are a few secrets that can only be unlocked by Ending A. Players who killed Debilitas will see Ending B, which does not unlock anything extra.

ENDING A:

ENDING B:



ENDING C:

You can only witness this ending after beating the game once. To see it, spare Debilitas by dropping the chandelier, then visit him afterwards in the Caretaker's Shack. He will give you the Smudged Key, which unlocks the secret room behind the first Restroom stall. The first time you play, you find Metal Boots, but on subsequent playthroughs you'll find the Castle Gate Key as well. You can use this to unlock the main gate of Castle Belli, beating the game in record time.

ENDING D:

This is the e game's bad ending. You can only see this ending the first time you play the game,. The achieve this you have to thoroughly abuse Hewie throughout the game, so much so that he has been driven to attack Fiona a few times. To see this ending, maneuver carefully through the Chaos Forest, avoiding Hewie's Clearing where Fiona mends his leg. Betrayed and abandoned by Fiona, Hewie will not appear in the Water Tower to save you, and your game will end there.

ENDING RANKINGS

In addition to your time and the tallies of various gameplay aspects, you'll be awarded a single ranking at the end of the game. If you earn one of the top four rankings, you'll be given a password for a secret item.

Note that the rankings here are listed in order of priority, not quality. If you satisfy multiple conditions you only get the highest one in the priority list, even if you've had it before. This makes earning specific rankings difficult. For example, if you're trying to earn "Scream Queen," you better make sure you don't treat Hewie too well, find too many items, defeat too many enemies, or beat the game too quickly.

DOG-BEATER — PRIORITY 1 — (RANK 11)
"You are obviously not a dog person."
Condition: You have repeatedly abused Hewie.

DOG-LOVER — PRIORITY 7 — (RANK 05)
"Here's to being friends with man's best friend."
Condition: Dog Level is Rank B or higher.

FUGITIVE — PRIORITY 2 — (RANK 08)
"There is always more than one solution to every problem." **Condition:** You earned Ending C.

SCREAM QUEEN — PRIORITY 8 — (RANK 06)
"Screaming like some second-rate actress in a bad horror flick." **Condition:** Entered a Panic State 30 or more times.

TOP BREEDER — PRIORITY 3 — (RANK 01)
"True friendship is like the brewing of a fine wine."
Condition: Dog Level is Rank A, and Hewie had 0 critical injuries.

SPEED-WALKER — PRIORITY 9 — (RANK 07)
"Time stands still for no one. Use it wisely."
Condition: Game completed in less than 6 hours.

TREASURE HUNTER — PRIORITY 4 — (RANK 02)
"Settling for nothing less than having everything is something that should be commended, nor reprimanded." **Condition:** Items Found: 80% or more.

LATE BLOOMER — PRIORITY 10 — (RANK 10)
"Sometimes, time is on your side."
Condition: Game completed in more than 20 hours.

WARMONGER — PRIORITY 5 — (RANK 03)
"They should never have brought you to this castle because, in fact, you became their nightmare."
Condition: Enemies Defeated: 30 or more.

UNJUDGED — PRIORITY 11 — (RANK 09)
"Typical. Standard. Run-of-the-mill. Ordinary. What more is there to say?"
Condition: None of the above conditions apply.

TRACK STAR — PRIORITY 6 — (RANK 04)
"Speed. Pure and simple. Running like the wind."
Condition: Game completed in less than 3 hours.

RANKING REWARDS

Score one of the top four rankings and you'll be awarded a password. If you make a plate-key of this password and drop it into the plate-key reader in the Alchemy Room, you'll receive a piece of equipment! (The plate-key reader only appears after you've beaten the game once). Feel free to cheat – the game will let you use passwords you haven't earned.

TOP BREEDER
PASSWORD: ALCHYMIA
PRIZE: Alchemist Earrings

WARMONGER
PASSWORD: POWDER
PRIZE: Burst Shoes

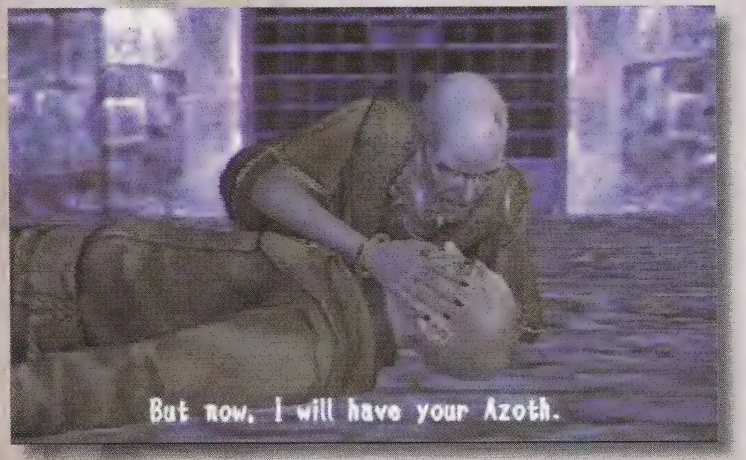
TREASURE HUNTER
PASSWORD: ADAMAS
PRIZE: Diamond Choker

TRACK STAR
PASSWORD: MORGAN
PRIZE: Fairy Earrings

ALTERNATE INTERMISSIONS

There are two new intermission scenes you can only see if you replay the game after beating it at least once.

SCENE 083: "INVASIVE EXAM"
This disturbing scene shows what happened before Fiona awoke in the Water Tower cell. It occurs after you are taken captive by Riccardo in the Chaos Forest.



SCENE 091: "AZOTH"
The steaming hot clone-on-clone kiss that rocked the world. You'll see this one after you kill Riccardo at the end of the Water Tower.

HARD MODE

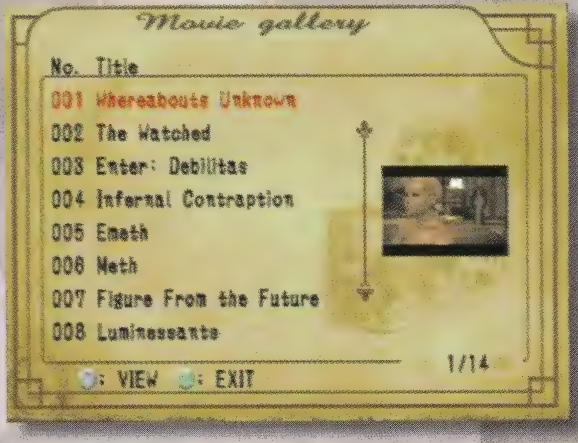
If you beat the game, even with the bad ending, you'll unlock Hard Mode on the title screen. Completing Hard Mode will unlock further bonuses in the Secret Room. The differences in Hard Mode include:

- Villains are stronger.
- Every villain has a new costume.
- Non-villain enemies like Luminessants and mutant clones appear in new locations.
- Different item placements. The "sparklies" are found in the same places, but most recovery items have been replaced by Medallions.
- If Hewie dies, the game is over.

SECRET ROOM

Once you beat the game, even with the bad ending, you'll unlock the Secret Room on the title screen. There are several cool things here.

Changing Area (Dresser): You can change clothes and Hewie models here. See "Hidden Costumes" section for details on unlocking costumes.



PLAY TYPE LIST (PLAQUES ON WALL):
You can view the rankings you've earned by looking at the plaques hung on the wall by the dresser.

CHARACTER GALLERY (BED):
You can view the in-game models and animation cycles for every character in the game here, from Fiona to "Fish C." New models are unlocked in batches as you complete the conditions below:

- Beat the game (any ending)
- Earn Ending A or B
- Earn Ending A
- Earn Ending C
- Beat Hard Mode (any ending)
- Beat Hard Mode and earn Ending A or B
- Beat Hard Mode and earn a ranking of Top Breeder of Dog-lover.

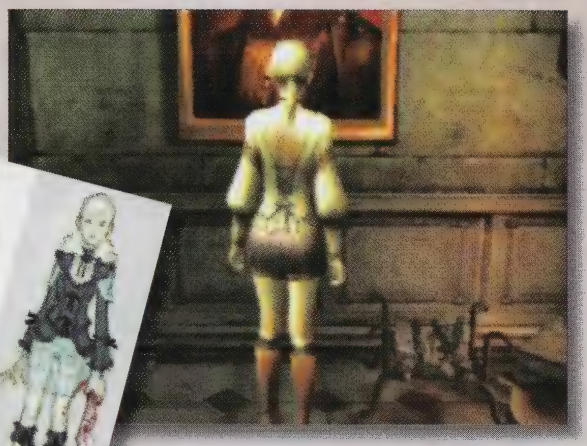
(You don't need to do both in the same game.)

"DOG'S BEST FRIEND" MINI-GAME (UPPER DOOR):
In this mini-game you play the part of Hewie, who must lead his human companion through various areas in the Haunting Ground. There are four challenges you can play. If either Hewie or Fiona dies, the game is over. Both characters must be together at the goal to complete a challenge.

There are four challenges in all. You must beat Challenges A and B to unlock Challenges C and D.

ART GALLERY (PORTRAIT):
Here you can view the concept sketches for each of the characters, Fiona's alternate costumes, and various background art concepts. Clearly the game has changed a lot since its original conception! New sketches are unlocked in batches as you complete the conditions below:

- Beat the game (any ending)
- Earn Ending A or B
- Earn Ending A
- Beat Hard Mode (any ending)



MUSIC GALLERY (GRAMOPHONE):
Here you can listen to all of the game's music. New tunes are unlocked in batches as you complete the conditions below. (Note that if you simply see Ending A, you will unlock them all.)

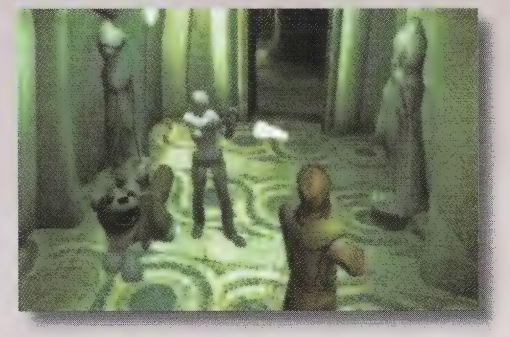
- Beat the game (any ending)
- Earn Ending A or B
- Earn Ending A

MOVIE GALLERY (PROJECTOR):
Here you can relive all 110 of the game's cut scenes. These are unlocked as you witness the scenes in the game itself, but if you see all four of the game's endings then the entire list will be unlocked.

Exit (Lower Door): Return to title screen.

HIDDEN COSTUMES

Fiona has six total costumes, and Hewie has another three. Not only do the costumes look different, but they have different strategic properties that can subtly change the way you play the game. You can change costumes at dressers throughout the game and in the Secret Room.



FIONA COSTUMES

NORMAL OUTFIT 1

"The initial costume that Daniella prepared for Fiona. A bit on the medieval side."
Requirement: Fiona's standard duds. You only need to reach the Guest Suite to unlock these.
Special Properties: None

NORMAL OUTFIT 2

"Similar to outfit 1 with the exception that Fiona's hair is down and she is barefoot."
Requirement: Beat the game (any ending) to unlock this costume.
Special Properties: None

UNDER THE SCALPEL

"Garb commonly worn by patients undergoing surgery. Fiona's hair is down and she is barefoot."
Requirement: Another freebie. You wake up wearing this in the Water Tower Cell.
Special Properties: None

TEXAS COWGIRL

"An outfit any cowgirl would be proud to call her own."
Requirement: Beat the game and earn Ending A to unlock this costume.
Special Properties: Fiona's kick is replaced with a six-shooter. It isn't too powerful, but the ability to shoot villains from across the room makes this the best costume for combat. Be forewarned that it's hard to hit vases with this and you will frequently shoot Hewie by accident.

ILLEGAL IN SOME STATES

"A risqué number guaranteed to shock many a churchgoer."
Requirement: Beat the game (any ending) to unlock this costume.
Special Properties: Fiona's kick is replaced by a whip. It has a wider range and is easier to hit with.

FIONA THE FROG

"A suit that will no doubt have the enemy seeing green."
Requirement: Beat the game and earn Ending C to unlock this costume.
Special Properties: With this costume, Fiona can backstep with no loss of stamina.

HEWIE COSTUMES

WHITE GERMAN SHEPHERD

"White German Shepherd type. Known for its calm nature and absolute loyalty towards its master."
Requirement: Hewie's standard appearance.
Special Properties: None

GERMAN SHEPHERD

"Black German Shepherd type. Known for its extremely high attack power and wild, almost uncontrollable nature."
Requirement: Beat the game (any ending) to unlock this costume. Special Properties: Hewie's attack power is increased, but he is a bit less obedient.

STUFFED TOY

"Stuffed Toy type. Its soft padding acts as armor assuring that this beast will never fall from direct physical attack."
Requirement: Beat the game in Hard Mode, and attain Top Breeder of Dog-lover ranking. (You don't need to do both in the same game.) Special Properties: Hewie cannot be felled by a physical attack.

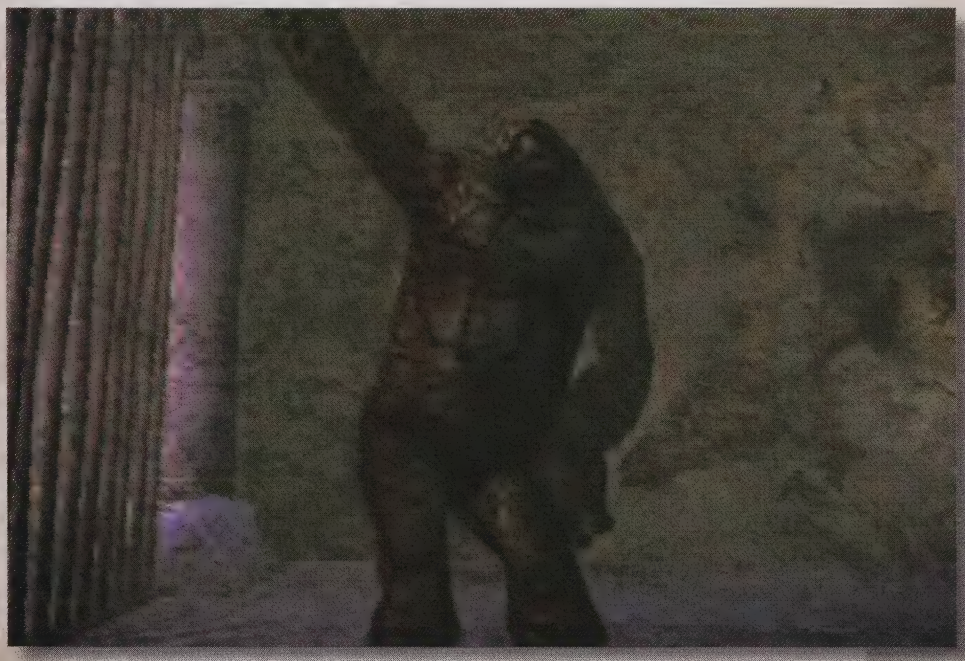
LORENZO'S SECRETS - FUN WITH GOLEMS

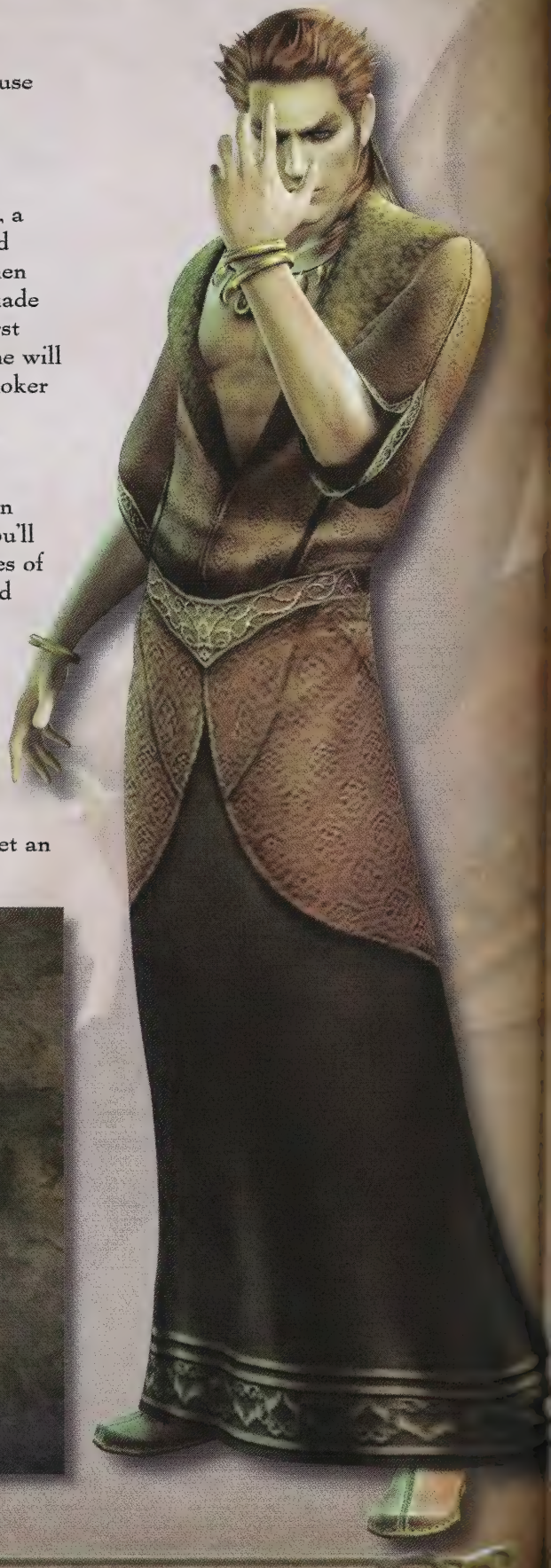
The notes in Lorenzo's Study in the House of Truth list three plate-key passwords. You can use these on your second playthrough, or cheat and use them the first time through.

METH
In a legend told in the Kaballah, a golem was created with the word EMETH (meaning truth) and then killed by erasing the E, which made the word for death. Feed the first golem a METH plate-key and he will explode, leaving an Obsidian Choker behind.

MAGNUS
Enter this plate-key in the box in the Doll Room's red box, and you'll find two rare and powerful pieces of equipment: The Jade Choker and Inquisitor's Earrings.

SALTATIO
Feed this plate-key into the second Golem (the one in the Old Mansion Catacombs) and he will treat you to his sexiest disco moves. You don't get an item for this, but the display refreshes Fiona's stamina.





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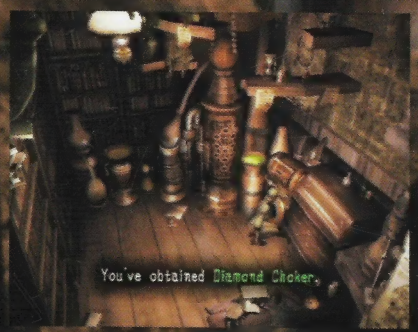

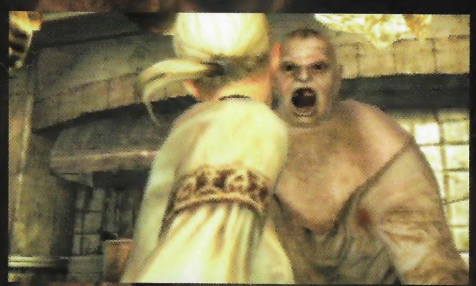

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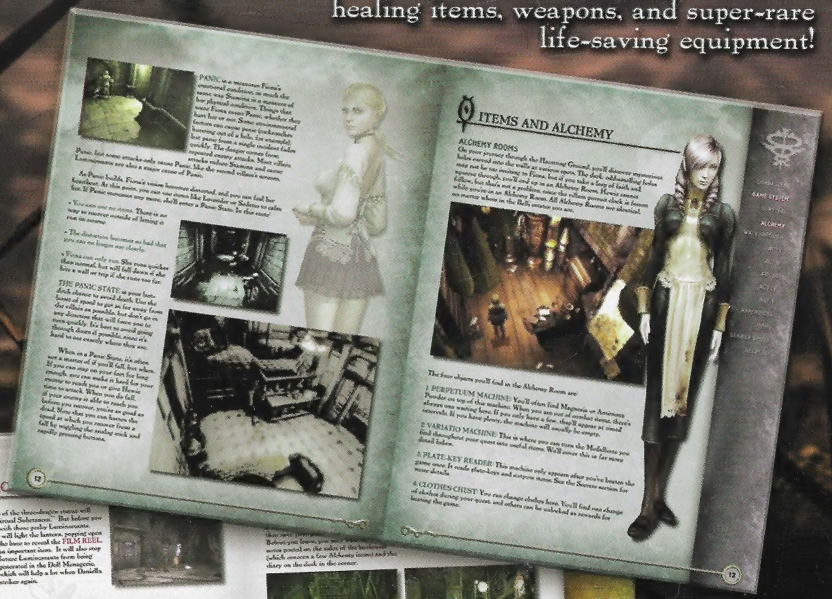

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